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AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

A WHIPPING YARN

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JAMES POND III

Space: The Fin-eel Frontier for the star FI5H agent

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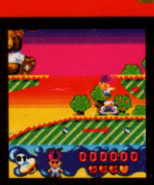
3 MORE GREAT DEMOS

SENSIBLE SOCCER 92/93 MEETS BULLDOG BLIGHTY

The best gets better. Plus! A brand new bombtastic 1944 version!



TROLLS

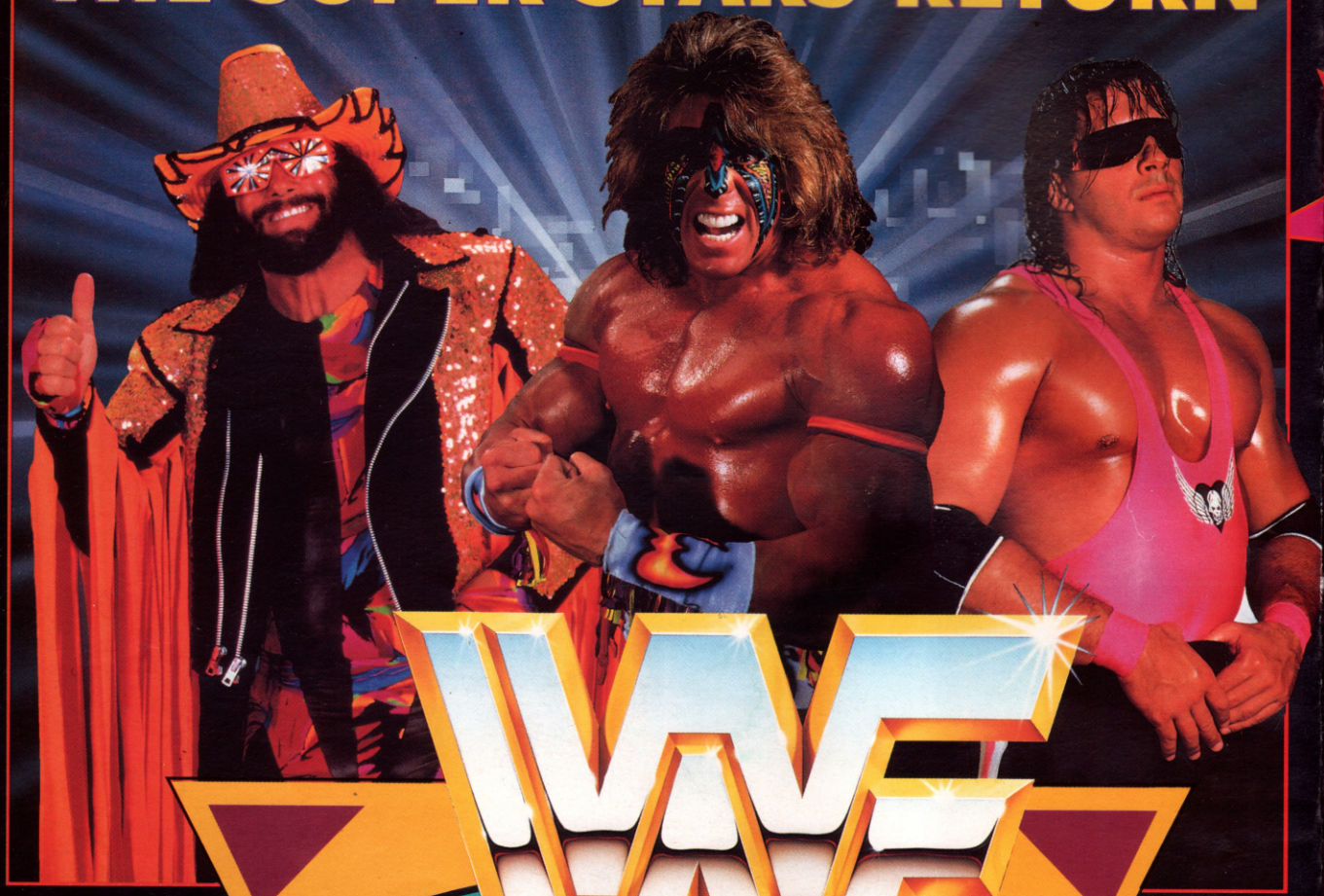
Flair do the console platform thang, with a real swinger.

COMBAT AIR PATROL

The last word in fight-and-flight sims from Psygnosis.

ISSUE 21

THE SUPER STARS RETURN



WWF

EUROPEAN RAMPAGE TOUR

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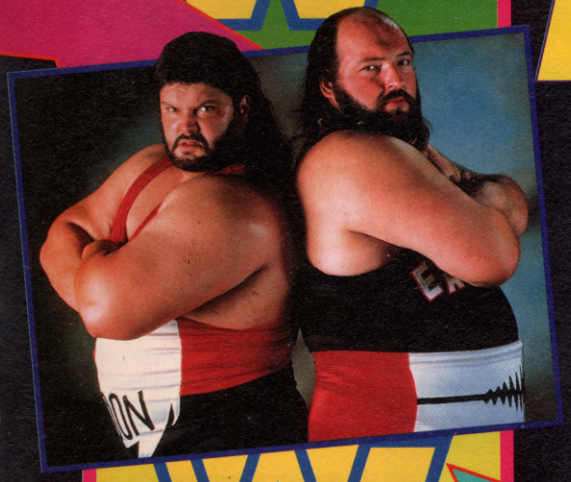

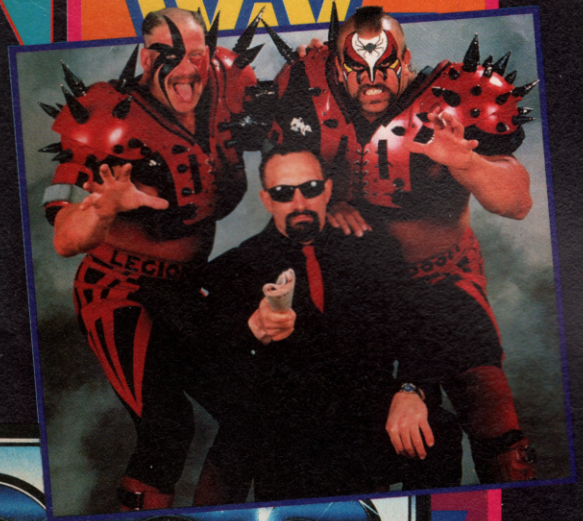

Once again, the WWF* Superstars unite for the Grand European Rampage* Tour. Join your favourites, **Hulk Hogan****, **Ultimate Warrior** and many more, as they travel across Europe to square off in the ring against tag teams like **Natural Disasters** and the **NastyBoys**. Follow them to the Grand Finale Match at Madison Square Garden in New York City. Test your strength and skill. Work with your team-mate to achieve the ultimate goal - the

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AMIGA POWER

ISSUE 21 JANUARY 1993

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January – June 1992

LISA WOULD JUST LIKE TO SAY:
'Thanks for the lolly.'

STUART WOULD JUST LIKE TO SAY:
'D is for lots of things.'

TIM T WOULD JUST LIKE TO SAY:
'The middle word in life is 'if'.'

MARK W WOULD JUST LIKE TO SAY:
'I asked for a car, I got a computer.'

JACQUIE WOULD JUST LIKE TO SAY:
'It was obviously the duck that did it.'

MARK WOULD JUST LIKE TO SAY:
'My teen angst has a body count.'

TIM WOULD JUST LIKE TO SAY:
'Don't leave that there, someone'll trip.'

AMIGA POWER comes to you from Future Publishing, home of Amiga Format, ST Format, Amiga Shopper, Mega, Super Play, Your Sinclair, Commodore Format, Amstrad Action, Sega Power, Total, and Games Master magazine.

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They say no news is good news, so this month we haven't done any. Only kidding.

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The world holds its breath and waits – is Bryan Adams still at number one?

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Fll in those unsightly cavities in your AMIGA POWER collection, or pick up a fab game at a bargain-tastic giveaway price.

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More*Fascination* tips, part two of our *Shadow Of The Beast 3* playing guide, plus *Curse Of Enchantia* and, most importantly of all, Jonathan Davies with the utterly wonderful Last Resort!

89 OUR (SECOND) BRILLIANT YEAR
Find out which games we loved the most in the last 12 months. Yep, another three pages about *Sensible Soccer*. Sorry.

110 BEGINNING TO CD LIGHT
We ask the industry what it thinks of CDTV's chances in 1993. We're really sorry about the headline, by the way.

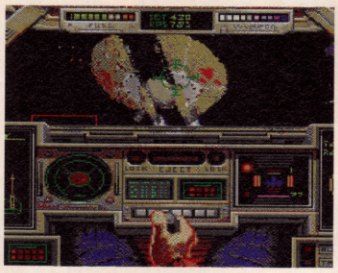
116 DO THE WRITE THING
Stung by criticism, the readers bite back with four pages of venom, vitriol, great jokes and sparkling prose. Or is it just a load of crap whingeing as usual?

121 THE BOTTOM LINE
Don't buy an Amiga game until you've read – hang on, haven't we used that line?

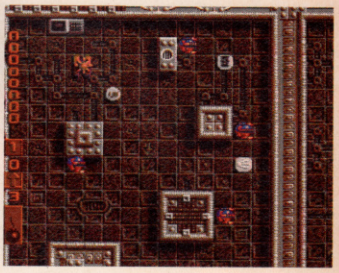
128 SUBSCRIBE TO AMIGA POWER
This is is your last chance to take out a subscription for a fiver less AND get a free game into the bargain.

130 THE RIGHT PROFILE
Introducing a new feature to our back page! We delve deep into the dark and turbulent pools that are the minds of the, er, 'movers and shakers' of the software biz. Kicking off is star programming chap Andrew Braybrook of Graftgold – he's a very nice man. He's a very, very nice man. He also likes Patrick Moore.

GAMES OF THEMC

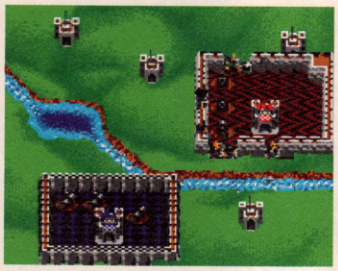


WING COMMANDER
A display of state-of-the-art programming, or just another over-hyped mess? Page 34

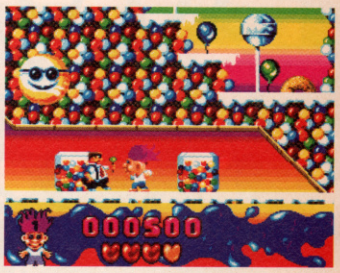


CYTRON
Yes, we know it looks like *Paradroid 90,* but there's one big difference... Page 38

BILL'S
The gam
you'll ha



RAMPART
It may be a year late, but the idea of *Tetris*-with-castles is as bizarre as ever... Page 42



TROLLS
'Have you got the Trolls?'
'No, I always walk like this.'
Page 44

KGB
We just b
out to bu
Fired. Fir

NIGEL MANSELL
After *Vroom* and *F1GP* is there really room one man and his moustache? Page 50

GOBLIINS 2
Imaginative sequel names, we just love 'em. If only we could find one... Page 52

ROBOSI
Shock! M
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WIN! AN A1200 AND A COPY OF WING COMMANDER
Page 107

73 DESIGNED A GAME?
You may have won an A600HD.

INDIAN
Well, it's a
isn't it? *(D*
already?

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GAMES RATED IN EVERY ISSUE!

EMONTH

BILL'S TOMATO GAME
The game that's so expensive you'll have to buy it on HP.
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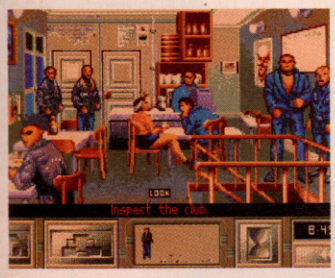

KGB
We just bet you'll all be Russian out to buy this one. *(Fired. Fired. Fired. – Ed)*
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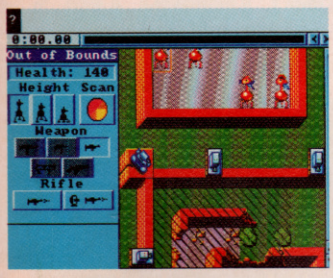

ROBOSPORT
Shock! Maxis do a game without the word sim in it. This time it's Sim War.
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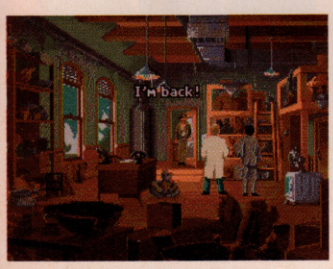

INDIANA JONES
Well, it's an Indy game, really, isn't it? *(Didn't you get fired already? – Ed)*
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JANUARY

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NEXT MONTH...
we go on sale on the second Thursday of the month, so you'll be able to buy the groovy February issue on the 14th January. Wow, only three weeks to wait. Innit marvelous?

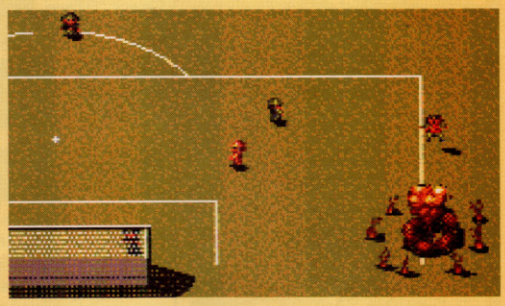
'What? ANOTHER three absolutely top-notch demos all crammed on to one single disk? How on Earth do you manage it, oh mighty AMIGA POWER?'
'Well, it's like this. We're brilliant, frankly.'
'Of course! Why didn't I think of that?'

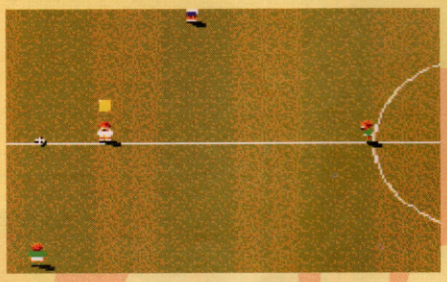
disk 21

AND THIS IS DISK 21

SENSIBLE SOCCER 92/93 MEETS BULLDOG BLIGHTY

EXCLUSIVE! Football isn't a matter of life and death – it's a matter of life, death, and horrible mutilation and maiming with hand grenades.





AMIGA POWER and Sensible Software proudly present three new additions to the *Sensible Soccer* squad, featuring some titanic tussles through time. You know you'll love it.

COMBAT AIR PATROL

It got Combat. It's got air. You know the rest. Do your best Tom Cruise routines, with this playable demo.

TROLLS

More colourful than *Zool*, cuter than Lemmings, and with more hair than Freddie Boswell – it's an entire playable level of *Trolls*.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 21, Diskcopy Labs, Unit 2+3 Omega Technology Centre, Drayton Fields, Drayton, NN1 1FR.

disk 21

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- *Combat Air Patrol* is one meg only. Um, sorry.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- It really is that simple.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

WHEN SUDDENLY SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like'.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem, to:
  AMIGA POWER Disk 21 Returns,
  Diskcopy Labs
  Unit 2+3
  Omega Technology Centre
  Drayton Fields
  Drayton
  NN1 1FR
- We really hoping you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks. We've tried, we really have, but we're just crap at it. So send it Discopy Labs. Please.

Exclusive! Never seen before and never to be repeated – *Soccer* WWII style.

Or for something a little familiar, how about the World Cup final 1966?

Taking it bang up to date, the 92/93 version even includes red cards. Curses.

SENSIBLE SOCCER 92/93 MEETS BULLDOG BLIGHTY

Publisher: Renegade

Sensible's finest moment to date is very probably the updated version of *Sensible Soccer*. Undoubtedly their weirdest moment to date was the In The Style Of creation published back in November issue of AMIGA POWER. Now for the first and only time, the two games are together on disk. This is your chance to play England vs Germany in 1993, or to go back to 1944 and play a 'variation' on that match. And... you can even relive the that classic world cup match of 1966. It's all here in this very exclusive *Sensible Soccer* demo.

Playing couldn't be simpler. On the title screen use the joystick to select which of the three matches you wish to play, and with how many people. Then press the fire button and away you go. The demo ends when either side manages to score a goal.

POINTS TO NOTE

This being the new edition of *Soccer*, a number

A riot of colour on every screen – that's the swanky new *Trolls* from Flair.

Find the yo-you and the troll can go swinging into action, Spiderman style. Bash the elephant-who-never-forget if you get their chance – they are actually restart points.

Publisher: Flair

TROLLS

After the entertaining *Elvira* arcade game, Flair really get into the platform swing of things, with their game based on the devilishly cute/totally irritating (delete as applicable) little Freddie Boswell look-alikes loitering in toy shops up and down the country.

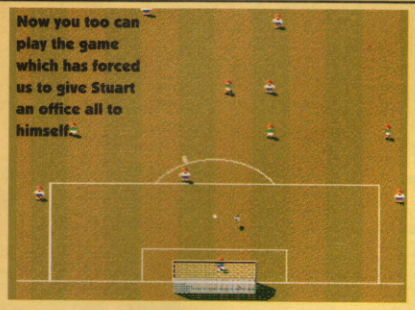
What you have in this here playable demo, is a single level of a single world – which gives the player control over one of the ubiquitous trolls, on a mission to explore the landscape

avoiding/stamping on baddies and collecting all the little baby trolls sitting around the place.

To help you on the quest yo-yos (along with extra energy and the like) can occasionally be found inside balloons and other collectible objects. The troll's health is indicated by his hair colour – but you've got three lives to play with, so don't worry to much.

Once the yo-yo has been collected a press of the fire-button and a push of the joystick will send it flying in the desired direction, and if this is done mid-jump, it'll stick onto platforms, enabling the troll to swing around Tarzan or Spiderman style.

And, er, that's about it, really. Enjoy yourself and check out the review of the full thing in this very issue, why doncha?



Now you too can play the game which has forced us to give Stuart an office all to himself.

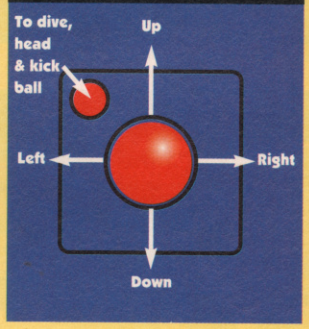
nearby players with it. A free kick is then given to the team who suffered the casualty. Any players lost in action are lost for the duration of the match, so do try not to get them all blown up.

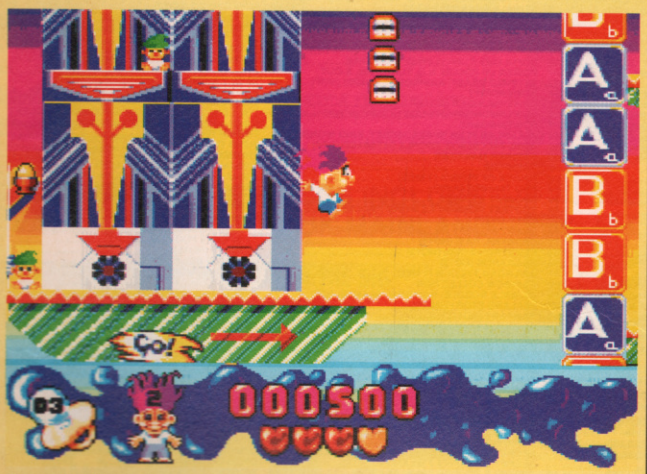
As in the original game, it's all joystick controlled, there's after-touch on the ball, pressing the fire button will dive for the ball or kick it, and the goalies are computer controlled. And remember kids, the 1944 scenario may be a little sick. But so is war, so don't try this one at home.

of new tricks, tactics and rules have been implemented – the most obvious one being the yellow and red cards. Check out Stuart's full review of the game for a complete list of the changes. The 1944 match doesn't have yellow or red cards of course, but what it does have is a volatile hand grenade replacing the ball. Don't worry. Play your match as normal – though the odd way the grenade bounces might be a little disconcerting to begin with – and panic only when the grenade begins to glow. It will soon explode, taking any

Explosive action in the all new, all singing, and all detonating 1944 version of *Sensible Soccer*.

CONTROLS

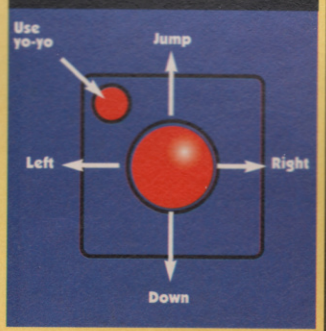


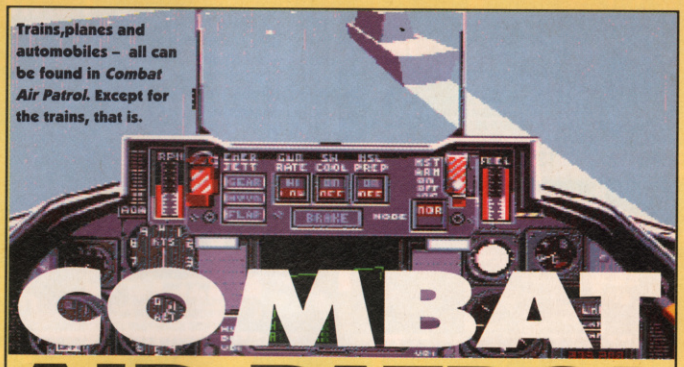


The number in the dummy shows how many baby trolls have been collected so far.

Jump down on to the plane to destroy it.

CONTROLS





Trains, planes and automobiles – all can be found in *Combat Air Patrol*. Except for the trains, that is.

COMBAT AIR PATROL

Publisher: Psygnosis

If this playable five minute demo is anything to go by, then *Combat Air Patrol* could well give the mighty but aging *F15 Strike Eagle II* a good seeing to. Combining some of the smoothest 3D we've seen on the Amiga, with full-on gulf simulation and shoot-'em-up aspects, Psygnosis are obviously aiming for a flight sim with general appeal. *Megafortress* it ain't.

The objective in the demo is simple enough. Take off from an aircraft carrier, take on an enemy fighter, using only air-to-air missiles and machine guns, then pull off a smooth landing back on the aircraft carrier. Easy, huh? Remember though, you've only got five minutes in which to achieve this – we can't give the whole game away, now can we?

HELP, HOW DO I DO IT?

For all earthbound klutz types out there, here's a quick guide to taking off. With the mouse, select instant flight from the main menu – it's the only option highlighted. Once the cockpit view appears, press J key for joystick, M for mouse or K for keyboard. (Joystick and mouse simply work as normal except forward dives and pulling back climbs). Holding down the CTRL key, press the plus at the top of the keyboard. Two red bars should begin to rise on a meter at the top left of the cockpit. Keep the keys held down until the red bars reach three quarters of the way, up then press the L key to launch. Once the plane has cleared the runway, then press G to raise the landing gear, TAB to set the Head Up Display to air-to-air missiles, and away you go.

The game itself is scheduled for release some time in January, and you can bet your bottom dollar there'll be a full review of it in AMIGA POWER.

Above: Even in the cockpit it's possible to smoothly rotate right round. Ooh look, there's the navigator.

THE KEYS TO YOUR NEW F16

GENERAL CONTROLS

CTRL	Afterburners
TAB	Weapon/ HUD select
+/-	Increase/decrease power
B	Brake
A	Arrestor hook
L	Launch
G	Landing gear toggle
</>	Left/right rudder
L	Cockpit lights toggle

CONTROL SELECT

M	Mouse
J	Joystick
K	Keyboard

CONTROLS FOR KEYBOARD

(up arrow)	Dive
(down arrow)	Climb
(left arrow)	Roll left
(right arrow)	Roll right

VIEWS

F1	Cockpit view
F2	External track
F3	External panning camera
F6	Aerial view
F7	External track #2
F8	Carrier view
F9	Missile view

CAMERA MOVEMENT

+/-	raise/lower camera
/	Zoom in
*	Zoom out
(	Rotate left
)	Rotate right
1-9	Quick angle rotate
5	Cockpit external toggle

Note that all the rotational controls are available from the keypad, and also work inside the cockpit.

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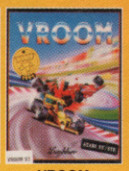

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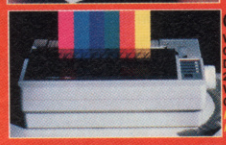
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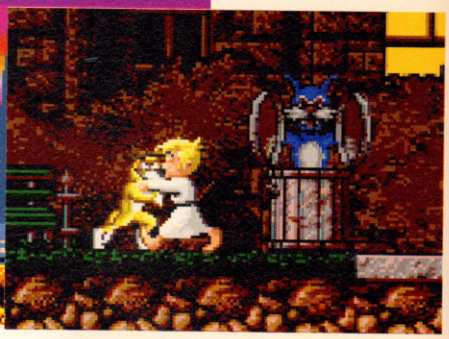
TRUE STORIES

And don't forget, mates, they're doing all this puzzle-mongous dog-tastic mad bonkers stuff for charity.



SONIC BOOM BOX

Unaccustomed as we are to featuring – gasp! – non-games in AMIGA POWER, we felt *Dr T's Boom Box* warranted inclusion in True Stories, simply because it's fun to use. Offering a user-friendly way of creating backing tracks and rhythms, with a very heavy hip-hop and rap slant, the *Boom Box* uses ghettoblaster style controls to make things as direct as possible for the user. With various samples, instrument mixing facilities and song arrangement controls, the results can then be saved to disk.

At the moment the *Boom Box* is only available direct from Stateside manufacturers Dr T's Music Software, for $59.95. If you're tempted, then call (0101) 617 455-1454, or write to: Dr T's, 100 Crescent Road, Needham, MA 02194, USA.

NOT SLEEPING, BUT WALKING

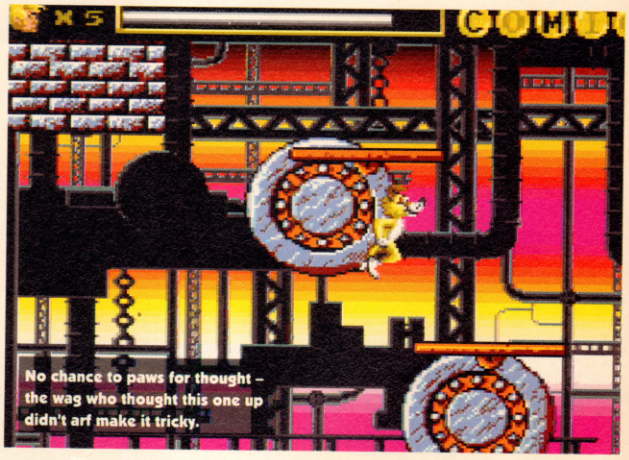
Left: A tired dog, yesterday.

Good old Ocean, eh? We love 'em. A large part of the reason for that is the impending release of *Sleepwalker*. In a business not usually noted for its charitable impulses (in fact, the only software Good Works we can recall offhand are *Soft Aid*, an 8-bit compilation tape put together around the time of Band Aid, and *WOW Games*, another 8-bit compilation, this time for War On Want, a couple of years later), the Manchester giants have written a game especially for the forthcoming Comic Relief event, Red Nose Day 4.

And it's not just a thrown-together never-mind-the-quality-look-at-the-good-cause job, either. *Sleepwalker* is a fab-looking scrolling platform game with *Lemmings* overtones. You play a cute dog with the job of protecting a little nightshirt-clad kiddy from harm as he wanders somnambulently through danger-packed levels. The game boasts beautiful backdrops, smooth parallax scrolling and a turn of speed fit to rival anything Sonic the so-called Hedgehog ever managed, with some imaginative gameplay and sound effects created for the game by Comic Relief stalwart Lenny Henry.

We've seen an all-but-finished version, and it looks like the best thing for ages – playable, original, addictive, funny, and with at least a fiver from each copy going straight to Comic Relief. You can't say fairer than that, can you?

The game will come with a sponsorship form so you can make more dosh for the charity (you can play games all day and if your mum and dad complain you can say 'But it's all for the starving children!' and make them leave you alone), and Ocean are organising a national challenge for Red Nose Day itself (Friday March 12 1993), so you might even get on the telly.



No chance to paws for thought – the wag who thought this one up didn't arf make it tricky.

RUSHES

Sound bites are the name of the game in this section, where we provide a few visual morsels before the feast of good, filling reviews arrive on the plate with attitude that is AMIGA POWER. *(You're fried. Again. – Ed)*

Harriers seem to sim pretty well.

And in the hands of Domark, we can expect something pretty realistic.

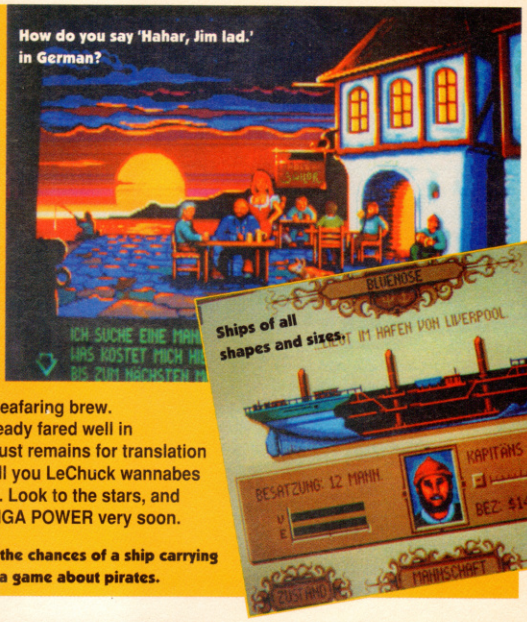
But how will *Harrier* compare to Psygnosis' *Combat Air Patrol*?

WELL IT'S 1869, OKAY?

Brilliant, a game about the summer of love, free music festivals and flowers in our hair. Or so we thought. Then we realised that we'd got the century wrong, and that Flair's new game is actually an intensely complex strategy seafaring epic.

Aiming for the MicroProse end of the games market – they released a pirating game back in the '80s – *1869* combines lushly presented menu and options screens, maps, with conversational set-pieces – all with the aim of creating a heady seafaring brew.

The game has already fared well in Germany, and so now it just remains for translation work to be done before all you LeChuck wannabes can take to the high seas. Look to the stars, and you'll see a review in AMIGA POWER very soon.



We wouldn't give much for the chances of a ship carrying textiles out of Liverpool in a game about pirates.

YOU NEED CLEAR CONTROL

New from Spectravideo is the Datalux Mouse. Its features include switchable 100/200 dpi (dots per inch) resolution, and a larger than average fire button. By far the best thing though, is that's easy to work out when it's clogged up with dirt and in need of a good clean – always handy in crowded, dirty offices (such as ours). The Datalux Mouse should be available from your local computer shop, at £22.99

TOADALLY DELAYED

A toad apologising to Mindscape MD Geoff Heath yesterday..

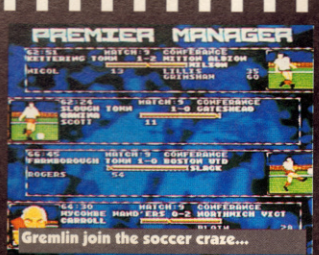
Another potential Christmas number one bites the dust. Well, not bites the dust, as such. More missing its Yuletide boat, really. That's right, Mindscape's *Battletoads* has become the latest in a long line of games which despite being touted as this year's tip for number one (and having a not-unreasonable chance of getting) has now slipped into the murky depths of Spring '93.

"We simply under-estimated the amount of code involved," explained James Morris at Mindscape. Being big fans of the old Spectrum games by Ultimate/Rare, we're pretty excited about his one, so it's nice to see Mindscape taking their time over it, rather than opt for a quick Xmas cash-in. Let's hope it's worth the wait, eh?

NO SECOND PRIZE, JUST SECOND HELPINGS

Last month we reviewed the splendid new 3D motorbike racer from Thalion, *No Second Prize*. Those clever German chaps waste no time and already there are plans for a sequel to be released in March. We're told that it'll use the same game engine (now even faster) and will include the full Grand Prix season, and the Isle Of Man TT. We expect to have a preview for you in February.

We thought we were being clever when we said, "You ought to persuade the programmers to use the same game engine for a flight sim – that'd be fab." Well, they've already thought of that and there's an add-on for *A320 Airbus* and a helicopter sim on the way. Hurrah!



GOT ANY UNWANTED GAMES?

We only ask because we received a rather handy letter from Colin Sneddon, a staff nurse at the Crichton Royal Hospital. He was writing in the hope that we could supply some games for the children's ward at his hospital. Well, to be the honest, we can't. Then we realised what a good idea it would be to ask you – the kids – and you, yes you – the software houses (we know you're reading this) – for a bit of help on this one. If you've got any unwanted software, then why not pop it in the post to the hospital (addressed to Crichton Royal Hospital, Dumfries, Scotland), or even check out your local hospital to see if they could do with a title or two. After all, what better way to make us of all those games you grew tired of or completed? And, you may find yourself sitting bored in hospital one day – so, um, look at it like donating blood. Or something.

LIVE PERFORMANCE IN '93

You want a consumer electronics show? You got it, with Live '93. Due to take place at Olympia from 16th-20th of September next year, companies already booked to appear include electronics giants from the world's of hi-fi, broadcasting, computing, photography, telecommunications, and TV and video. If you want to see the latest hardware from the likes of Pioneer, BT, Canon, Pentax, Sony, JVC then this is where it'll be at. Even the likes of MTV, CNN and Astra will be there. Alongside the latest products, manufacturers will also be on hand to give advise – both from their stands and at seminars. Even due to take place as Live '93 include the Virtuality Challenge, live TV and radio broadcasts, BT's 'room of the future', and a look into the technology of the future. Sponsorship for the show comes from The Times, Today, The Sun and News Of The World, so if you do forget to make a date in your diary, you'll no doubt get reminders in the media as the coming year wears on.

GIVING IT MORE STICK

Cheetah, the guys responsible for our fave joystick of all time, the Bug, *(I don't like it. – Tim N)* seem to be getting weirder with every design. Their latest is the Argostick, and marks the first of their Futuristick releases. *(Excuse me? – Ed)* We're not usually ones to quote press releases verbatim, but on this occasion it's for the best. Here goes: "The Argostick is a superbly engineered design, that looks as though it's been created as a prop for the latest sci-fi movie blockbuster... the fire button is carved to form the shape of a grotesque skull. The joystick's base resembles machinery you would expect to see roaming the far away lands of some forbidden planet light years into the future." Far be it from us to point out that a light year is a measurement of distance, and that this is all a load of cobblers, but it's only a joystick for goodness sake. That said, it does look pretty neat, in the helicopter kind of vein, and at £12.99 it's certainly well within reach (ahem) of most games freaks. Go visit your local software parlour, and give it a try, why doncha?

AMIGA POWER RECOMMENDS

Not many of the big Christmas releases made it out in time for last month's issue, but never mind – all these great games did instead.

NO SECOND PRIZE (THALION)

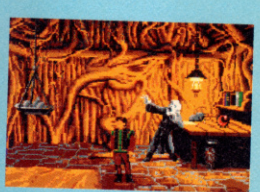
After so many bitter disappointments, we'd almost written off motorbike racing as something that just wasn't going to work as a 'serious' simulation in the *F1GP* vein, but we've rarely been more glad to be wrong. *('Sing if you're glad to be wrong'. – Ed) No Second Prize* boasts just about the fastest, smoothest and sexiest polygon graphics we've ever seen, along with what resident biker, Tim, assures us is an extremely realistic riding feel, and a clutch of fab features that make it lovely to watch as well as play. A bit of a winner, appropriately enough.

PINBALL FANTASIES (21ST CENTURY)

It may be only a pinball game, but WHAT a pinball game! Four tables of superfast, superslick, positively fliptastic action with (nearly) all the features you could ever want from a pinball machine, except a coin slot. Okay, so it's not really all that much of an advance on *Pinball Dreams*, except in the price tag department (30 quid does seem to be pushing things a bit), and there's got to be a way for someone to come up with an Amiga pintable sim with multiball, but you'll get so much lasting entertainment out of this that it just doesn't matter.

BC KID (UBI SOFT)

The console that time forgot, in these days of ultra-high profile Mega Drives and SNESs, is the PC Engine, which is a shame as it's one of the best ones money can buy (it's where *Dyna Blaster* came from, doncha know?). One of its most popular games has, for quite a while now, been one called *PC Kid* (except in the USA where it was called *Bonk*), a console-type *(No! You're kidding! – Ed)* cutesy platformy beat-'em-up with lots of little flashes of loveliness. Now our favourite dudes at Hudson Soft have converted it to the Amiga, and a fab job they've done of it, too. That's it, really.



LEGEND OF KYRANDIA (VIRGIN)

There's quite a lot of this kind of thing around just now, isn't there? Gorgeous-looking adventures with big cartoon graphics and lots of jokes seem to be all the rage, and luckily most of them seem to be pretty fab as well. If you've finished *Monkey Island 2* and *Curse Of Enchantia*, you don't have to look much further for your next instalment of brain-blending, mind-melting, puzzle-solving, disk-swapping fun and larks. And as if all that wasn't enough, you also get to battle with a bad guy called 'Malcolm'. What more could you ask for?

CAMPAIGN (EMPIRE)

A few months ago we wibbled on and on about how great *Pacific Islands* was, to no great effect as you all pretty much ignored it anyway. So, as punishment, we're going to do it all over again with *Campaign*, which is much the same blend of 3D tank-driving action and tricky involved clever-clever strategy stuff as before, only even better. It takes an awful lot to get Jonathan Davies enjoying himself on a wargame (well, it takes an awful lot to get Jonathan Davies enjoying himself full stop), but *Campaign* managed it. Just think what it could do for you.

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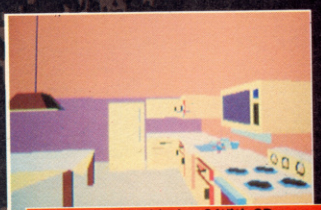
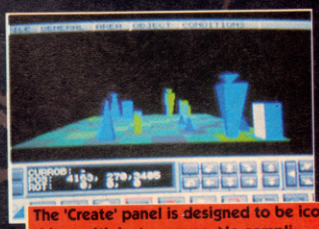
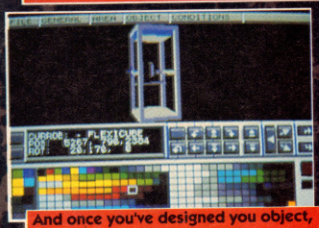


What about the kitchen? With 3D Construction Kit 2.0 it's easy to design one yourself



The 'Create' panel is designed to be icon driven with just a mouse. No complicated programming - it's been done for you!



And once you've designed you object, you can colour it with a comprehensive palette.

Create cars, people - even elephants! They can all be animated to provide realism within the environment you select.

Sim-city? Make your own and look around. And don't forget, 3D Construction Kit 2.0™ has a data disc full of ready made objects to get you up and running..

We know how frustrating it is to buy a piece of software and have to wade through a huge instruction manual just to get started. So we've included a short tutorial video to get you up and running quickly and give you a taste of what 3D Construction Kit 2.0™ is all about. Starting from scratch, the tape will show you how to create, ,manipulate and join objects, design landscapes and even make your own game! You'll also get a glimpse of some of the fantastic results that can be achieved once you've had a bit of practice.

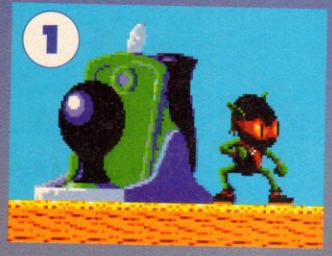
DOMARK

Designed and Programmed by Incentive Software
© 1992 Dimension International Ltd. IBM PC Screenshots
Domark Software Ltd., Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR

incentive
The Award Winners

AMIGA POWER PENGUIN GALLUP CHARTS TOP 100

ZOOL



Zool is still there at number 1, and needless to say Gremlin's Marketing Director, David Martin, is pretty chuffed with the situation. "It's a great boost for us in the run up to Christmas," he told us. "Of course, the history of *Zool* has only just started. Who knows what the future holds for this tremendously exciting new character." With comments like that it can only mean that *Zool 2* will be looming on the horizon at some time.

PUTTY

Adrian Cale of System 3 has seen *Putty* staying at number 2 for the last four weeks. "It's good to see, in the Christmas run up with all the film licences around, that an original, well made game is standing up on its own. It's also one of the games that Commodore endorses – they're using it in their 'Wild, wierd and wicked' A600 package."

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (1) **ZOOL** Gremlin £25.99 ★★★★★
2 (NE) **PUTTY** System 3 £25.99 ★★★★★
3 (NE) **PINBALL FANTASIES** 21st Century Ent. £29.99 ★★★★★
4 (NE) **SENSIBLE SOCCER 92/93** 25.99 ★★★★★
5 (NE) **CAMPAIGN** Empire £34.99
6 (NE) **ASSASIN** Team 17 £25.99 ★★★★
7 (4) **LOTUS 3: THE ULTIMATE CHALLENGE** Gremlin Graphics £25.99 ★★★★★
8 (5) **JAMES POND** GBH £7.99 ★★★
9 (6) **DIZZY: PRINCE OF THE YOLKFOLK** Code Masters £7.99 ★★★
10 (NE) **SPELLBOUND DIZZY** Code Masters £7.99 ★★★★★

11 (3) **SENSIBLE SOCCER** Renegade/Mindscape £25.99 ★★★★★
12 (NE) **HUMANS** Mirage £29.99 ★★★
13 (17) **PANZA KICK BOXING** Kixx £9.99 ★★★
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19 (12) **MONKEY ISLAND 2** US Gold £37.99 ★★★★★
20 () **KYRANDIA** Virgin £35.99
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22 (9) **CIVILIZATION** MicroProse £34.99
23 (30) **FUN SCHOOL 2 OVER 8'S** Hit Squad £7.99 N/A
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26 (NE) **ALIEN BREED: SPECIAL EDITION 92** Team 17 £10.99
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28 () **SHUTTLE** Virgin £30.99 **
29 (16) **GRAHAM TAYLOR SOCCER CHALLENGE** Krisalis £25.99 ★★★★
30 (23) **MAGIC LAND DIZZY** Codemasters £7.99 ★★★
31 (NE) **INDIANA JONES: GRAPHIC ADVENTURE** Kixx XL £14.99
32 (24) **LURE OF THE TEMPTRESS** Virgin £30.99 ★★★★★
33 (NE) **PRINCE OF PERSIA** Hit Squad £7.99 ★★★★
34 (25) **FUN SCHOOL 2 6-8 YEARS** Hit Squad £7.99 N/A
35 (RE) **F1GRAND PRIX** MicroProse £34.99 ★★★★★
36 (RE) **CARRIER COMMAND** Kixx £7.99
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47 (NE) **COMBAT CLASSIC** Empire £29.99 ★★★★
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77 (29) **CRAZY CARS 3** Titus £25.99 ★★★★★
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85 (82) **DIZZY'S EXCELLENT ADVENTURES** Codemasters £24.99 ***
86 (76) **PANG** Hit Squad £7.99 ★★★★★
87 (41) **ULTIMATE GOLF** GBH Gold £9.99 **
88 (RE) **KINGS QUEST 5** Sierra Online £34.99
89 (52) **OLYMPIAD COLLECTION** Microvalue £7.99 **
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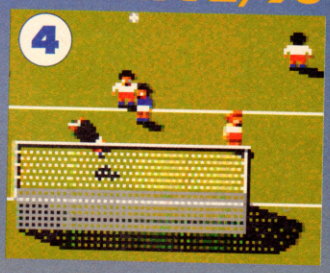
We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full pricers together, games are rated in stars, and now they're sponsored by Penguin!

SENSIBLE SOCCER 92/93



The most impressive inclusion in this month's chart has to be *Sensible Soccer 92/93* at number 4, while *Sensible Soccer* is at 11. Said Renegade's Tom Watson, "I think that the fact that we're in the top five with a game that's six months old shows what lasting appeal *Sensible Soccer* has. We're hoping that it will stay in at four or better for the rest of the Christmas period."

CAMPAIGN

Some readers have suggested that we down-mark wargames regardless of merit. Empire's *Campaign* got 83 percent in last month's ish, and you lot obviously like it as well. In at number 5 it's the highest wargame entry since, since, well since a very long time ago, and we checked on that fact.

CHARTS
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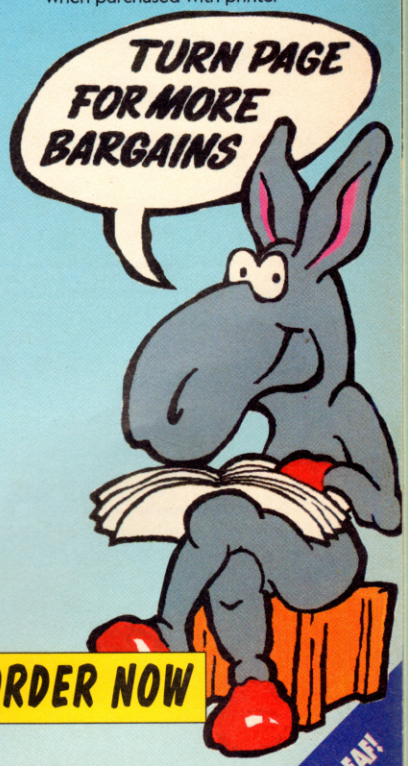

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THE SHAPE OF THINGS TO COME

Your crystal ball got broken, so AMIGA POWER is still the only plaice to come for a view of the future.

Here's a small section of The Cheese Plains. The small crescent moon in the panel at the top of the picture shows how many Pond has collected for bonus points. He may also be given extra lives or gadgets if he picks up enough moons.

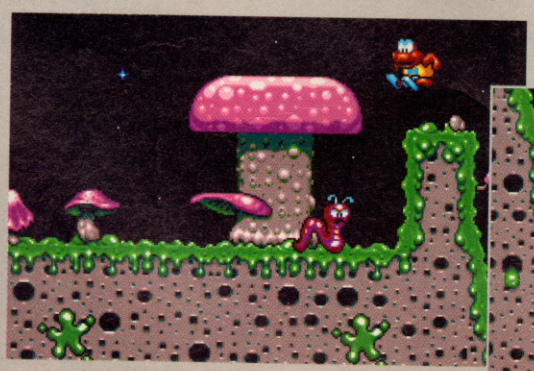
JAMES OPERATION

Game: James Pond3: Operation Starfish
Publisher: Millennium
Authors: Chris Sorrel (Design, Code, Visuals), Richard Joseph (Sound & Music)
ETA: Easter 1993

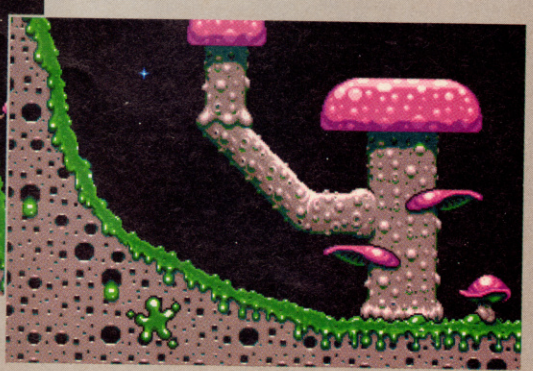
Briefly: As we all know, the Moon is made of cheese. And no-one's more aware of that fact than James Pond's arch enemy, Dr Maybe. The deranged doctor has set up a base on the Moon. He has a team of rats mining cheese which will be sent to Earth to flood the market and so throw it into financial chaos. The world will then become Dr Maybe's oyster unless Pond can find the dastard and save the day.

With *Operation Starfish* (formerly *Splash Gordon*), James Pond is boldly going where no fish has gone before.

For a start, the Pond character's been overhauled and is now more versatile than ever. He can pick up handy items (see panel), some of which are activated immediately, while others can be thrown at the enemy characters or used when necessary. (What you can't see here are the fruit and cakes which Pond wears so he can roll into the enemy characters. As an added bonus, some robot guards don't



Hey, James, watch out for that worm with the droopy antennae and the Hitler moustache!



And, er, this is a big mushroom-like thing on the cheesey moon. What else can we say? Oh, except did you know that when spacecraft land on the moon, it rings like a bell?

And here's a couple of the amusing characters Pond meets on the Moon. There's the Flying Cow (its distant relative jumped over the Moon, of course), and a cAT-AT Walker (!). There's also a miner rat, some mad robot mice and a worm.

recognise Pond in his disguise.)

Pond can also jump and duck and run – and can he run! "He's at least as fast as Sonic," says Chris. And Pond needs to be if he's to build up enough speed to run up some of the near-vertical inclines in the strange scenery.

But best of all is Pond's Special Ability. He blew bubbles in *James Pond* and could stretch and hang from the ceiling in *RoboCod*. In *Operation Starfish*, Pond can stick to almost anything by means of a pair of gravity boots. He can even hang upside down, and there may yet be a boss character as large as - if not larger than - the screen which means Pond will have to run around it.

There are dozens of novel new features, too, such as a map screen (an incomplete version of it is shown here) to chart Pond's progress through the 100-plus levels. The route isn't linear though. Once a level has been completed, Pond can be moved on to a visible adjacent level. Secret routes and levels are found by collecting special tokens.

And let's not forget Finnius Frog, a trainee agent and Pond's new assistant. You actually get to control Finnius by collecting another type of special token. A rocket then shoots on to the screen and drops off Finnius. He's a simply adorable little fella who packs a mean tongue and can carry an object. Control reverts back to Pond only when one of Finnius' own lives is lost.

"It's the biggest Pond game yet"

The creators speak: "It's the biggest Pond game yet," says Millennium's Ian Saunter. "It was originally going to be ready for this Christmas but now it's too big and... too good really."

"The Moon's not just made of cheese - there's every other type of dairy product there," says Chris Sorrell. "This whole world has evolved on the Moon, so it's not really a series of separate levels. I want this to be remembered as a game where everything's in context. That's why the whole thing's dairy based."

Where does Chris get his ideas?

"My graphics inspiration comes from Disney cartoons and Tom and Jerry cartoons. It's less apparent in *RoboCod*, but much more obvious in this one.

"Each Pond game has been inspired by a classic Commodore 64 game. *Pond* was *Gribbly's Day Out* – I like that a lot – and *RoboCod* was *Thing On A Spring*. *Pond3* is similar to *Nodes Of Yesod*.

"The graphic style of *Operation Starfish* is a cross between the simple, outlined look of, say, Mario, and Disney cartoons for the animation. Everything blinks to give it more character. There are a lot more animation frames for Pond."

Has he met with many problems during development?

"The walking around walls is all very nice but it doesn't half cause problems. It's why it's taken so long. The biggest problem now is fitting in all the ideas. It always happens.

"*RoboCod* could have done with a lot more polish, which *Pond* had but the mapping could have been done better - there were some bits that were unplayable, and all that going back and forth was a bit of a pain. But I've learned more about design.

"I'm finishing off the map at the moment, placing on it where the levels will be. There'll be an almost limitless number of routes through it. You should be able to go back and explore most of the levels once you've completed them, to find the hidden things. This one's going to have more hidden things than ever before. It'd be difficult for one person to find them all.

"There probably will be boss characters at the ends of all the sections, but I don't know yet. I want to do something a little bit different."

Verdict so far: It's certainly shaping up to be Pond's finest hour. The character has the potential to do for Millennium what Mario and Sonic did for their respective companies. And, of course, Pond's as British as Britain itself.

● *GARY PENN*

THE MAN WITH THE FISHY FINGERS

Chris Sorrell went straight from leaving school to drawing for programmer Steve Bak. "I never saw myself as an artist though, only a programmer," says Chris. He cut his coding teeth with *Yolanda*, a conversion of Steve Bak's cult Commodore 64 hit *Hercules*. "It was only a small project, to prove I could code. I'd never really written anything before that."

With *Yolanda* under his belt, Chris was fired up and eager to do his own thing, so he started work on *Guppy*. Millennium weren't keen on the title though. Michael Hayward [Millennium's managing director] came up with a new name: *James Pond*. It stuck, and the rest, as they cliché, is history.

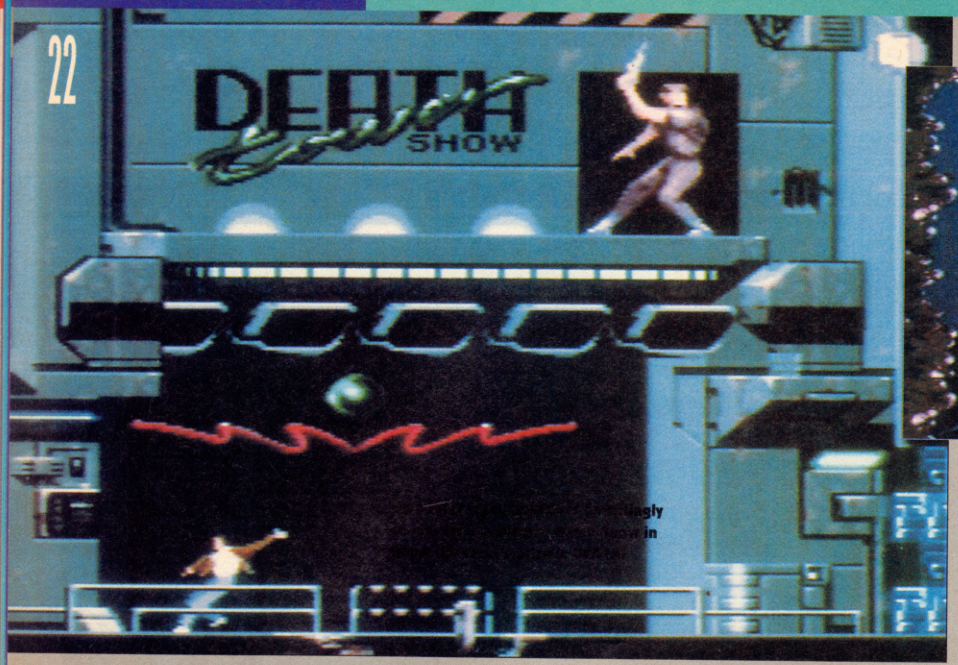
SOFTOGRAPHY

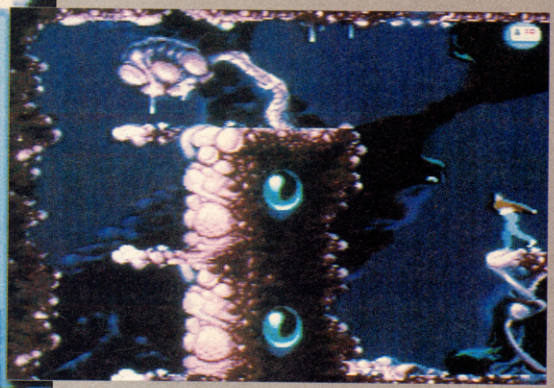
Spitting Image Domark (1988) – Visuals
Dogs Of War Prism (1989) – Visuals
Fire And Brimstone Firebird (1989) – Visuals
Yolanda Millennium (1990) – Visuals & Code
James Pond Millennium (1990) – Visuals, Code & Design
RoboCod Millennium (1991) – Visuals, Code & Design

POND3 STARFISH

Pond's mission starts in The Cheese Plains in the bottom left-hand corner of this massive map (which isn't yet finished). The Milk Sea is below. He passes through The Swamp, The Butter Mountains, The Blue Cheese Plains, and, towards the Frozen North, an Ice Cream Zone complete with cone hills. There are underground levels, too, such as the Moon's natural caverns, The Slime Caverns, and The Cheese Mines (which may yet have to be blown up). "I don't know if there will be any mine carts in the mines," says Chris. "There seems to have been a spate of those recently, so I don't really want to do them."

The Swamp is made from mushroom and slime infested mouldy cheese. These are blocks used to construct those levels.





It takes more than sticks and stones to break the bones of the creatures encountered in this organic level.

FLASHBACK

Game: Flashback
Publisher: US Gold
Programmers: Delphine (Code - Paul Cuisset)
ETA: Easter 1993

Briefly: Research scientist Conrad B Hart has discovered, with the aid of a special eye-glass thang, that extra-terrestrials have assumed the guise of top-ranking human beings and will soon dominate the Earth. (Shades – haheho – of They Live there.)

But the aliens knew that he knew, and before he knew it, Conrad was kidnapped him and his memory erased. He managed to escape though, on a hover bike, and found to his horror that he was not on Earth. Bang! Conrad was shot down.

He regains consciousness in the deep dark depths of the jungle, unsure of his own identity but fully aware of the surrounding danger. The action begins... on Titan.

This deadly dreary scenario (presented as a neat, fully animated introductory sequence) belies a potential tour de force in computer entertainment software. Delphine have taken the technology used in the slick yet vacuous *Another World* and in almost two years of intense development have added – gasp! – depth.

Flashback has five large levels to explore, each one full of platform arrangements to negotiate, bizarre alien creatures to combat, kooky characters to question, and cash and groovy gadgets galore to collect and use.

"Looks smart, sounds healthy and has the depth"

Flashback looks lush – far more detailed and like an animated cartoon than its precursor – and even in its present, incomplete, form it appears to be more involved than *Another World*.

It's also certainly fair to say that Conrad's animation is easily some of the most impressive ever seen on any home computer or console system. He's a flexible fellow is Conrad. His remarkable repertoire of actions includes walking, running, jumping, climbing, rolling, crouching, skidding to a halt, inching forward, hanging, picking up objects, throwing them, shooting and much more.

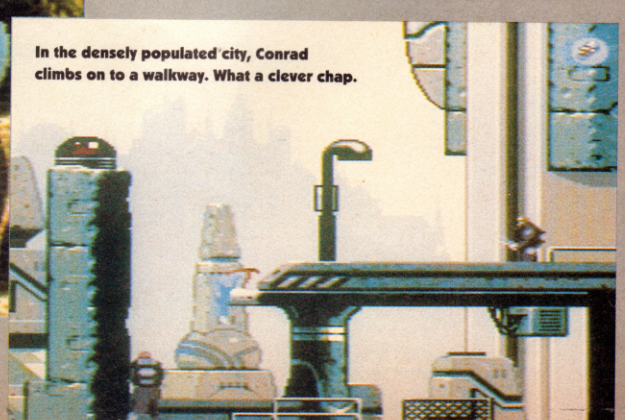
Delphine achieved the lifelike animation by using a film industry technique called Rotoscoping. Actors were filmed performing Conrad's moves, then selected frames were traced before being redrawn and pieced together. The result was certainly worth the effort.

The improvements don't end there though. *Flashback* also boasts cinematic style zooms, animated close-up shots and – here's where the title comes into play – flashback scenes. And, as ever, Delphine are making full use of their in-house recording studios to create appropriate and atmospheric sound and music.

Verdict So Far: *Flashback* looks smart, sounds healthy and has the depth. If it has the playability to match it will turn out to be, as they say, a stonker. It will certainly be interesting to see how Delphine develop this form of arcade adventure now that their star all-rounder Eric Chahi is working for Virgin Games.

● *GARY PENN*

Conrad takes a running jump in the jungle.



In the densely populated city, Conrad climbs on to a walkway. What a clever chap.

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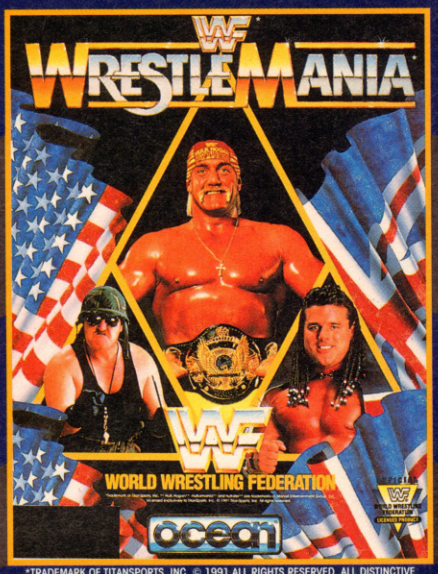

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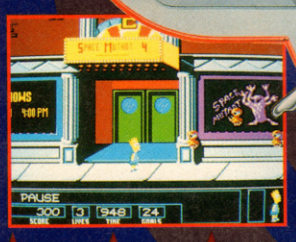

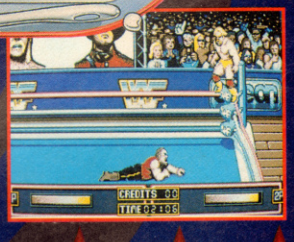

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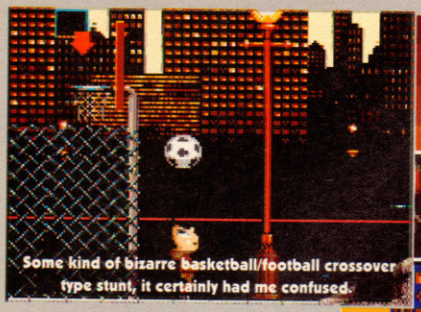


Some kind of bizarre basketball/football crossover type stunt, it certainly had me confused.

The Kid uses his ball to do a spectacular, collectable-grabbing jump.

Game: Soccer Kid
Publisher: Krisalis
Programmers: Nigel Little, Neil Adamson, Matt Furniss
ETA: April 1993

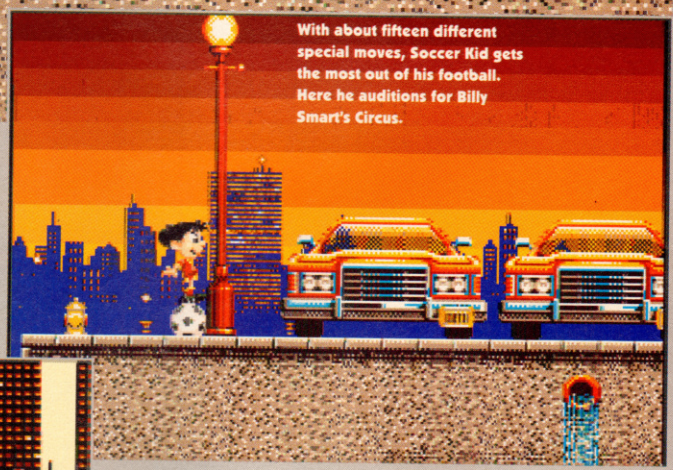
Briefly: A tragedy of almost apocalyptic magnitude has shocked the football world! The World Cup trophy has been scattered across the entire globe in tiny, mangled pieces, and no one seems able to solve the problem before the next tournament. FIFA are on the verge of handing out a discarded drinks machine cup wrapped in a bit of Alcan, when a little boy comes up with the solution. Why not collect the bits back together and fix up the cup? Brilliant! So starts the epic trip of *Soccer Kid* of his globe-trotting journey to bring the World Cup home in one piece.

"There are enough trick shots to make them fun to use"

The creators speak: "With eighteen levels, set over six countries, it's taking a LONG time to get the graphics done," moans Nigel Little, programmer of *Soccer Kid*. "The game features parallax scrolling several levels deep, so that means several backgrounds for each level. Another thing that we're working on at the moment is the movement of the football. Instead of having the ball acting artificially like a yo-yo and returning to *Soccer Kid*, we've decided to impose real physical rules on its movement. Although this makes it bounce realistically, it also means that it can end up down pits or floating on water, so we've got to come up with a credible way that he can get his ball back. Also at some point we're adding a kit design section so you can customise the Kid to your favourite team."

So apart from the World Cup, what other uses of the soccer theme does the game utilise?

"His football of course! *Soccer Kid*'s best friend is his ball, which he uses to get out of all kinds of trouble. He can do all kinds of trick shots, such as trapping the ball, headers, bicycle shots and balancing on the ball. He can also jump on it and use it like a springboard to get to high platforms. Along the way the Kid can collect power-ups to boost the range and abilities of his kicks. He must also keep his energy up with food and can collect try and collect a set of football cards which get him through to bonus levels. Once he's got the Cup back together the last level is a dash through the streets to the Cup presentation, but it's not going to be easy."



With about fifteen different special moves, Soccer Kid gets the most out of his football. Here he auditions for Billy Smart's Circus.

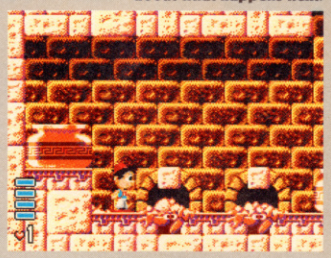
Floating fast food is a common feature of American cities, and I can tell you that first hand. Did I ever tell you I'd been to America?

Verdict so far: Although both *Soccer Kid* and *Arabian Nights* operate on the same game engine they couldn't look and play more differently, and they both look and play very well indeed. The football moves convincingly and creates many more playing opportunities than you'd have on a standard platform game, and there are enough trick shots to make them fun to use, so this is no game gimmick. From the pre-production version that I've played I really can't find fault with either the sound or the graphics, so let's hope the completed version plays this well throughout.

● *MARK WINSTANLEY*

SOCCER KID

ARABIAN NIGHTS



Anything to declare? Anyone who's seen 'Midnight Express' can't help worrying about what happens next.

Well, well, well, I dare say that all manner of magical adventures will occur if Sinbad jumps down any one of these. There again, maybe he'll just get wet.

Game: Arabian Nights
Publisher: Krisalis
Programmers: Simeon Pashley and Darren Hebden
ETA: January '93

Briefly: In Krisalis' forthcoming puzzler of might, magic and fetching rugs with tassels on them you play a young scamp held captive by the Caliph who for some reason thinks you've kidnapped his beautiful daughter Ayrina. You not only have to escape and flee the city, but also rescue Ayrina from the Evil Vizier. *Arabian Nights* is a platform romp with fighting and puzzle solving aspects to all its fifteen levels.

The creators speak: Programmer Simeon Pashley stresses that this is, above all, a puzzle game. "There's enough hack and slash in there for those that want it," he says, "but to get on in the game you really have to use your head. Sinbad's journey takes him from the prison to the Vizier's castle, with a forest, cliff face, boat journey, volcano and mine level, causing problems at every step of the way. We've put in several guardians called Djini's, at the end of certain sections. The Djini's are based on the four elements, earth, wind, water and fire, so there's a water Djini to face during the boat journey, a fire Djini in the volcano and so on. In the mine levels you race along on mine carts fighting off attacks, and we've even put in some flying magic carpet levels, but if everything gets too big to fit on the disk, then these will probably have to go.

"There's a separate inventory screen and around thirty different objects for Sinbad to pick up. There are the obvious things to help his progress such as weapons, keys and food, and also magical items such power boots for extra speed and potions that make you lighter so that you can jump higher."

Sinbad faces various pitfalls such as acid pools and flame pits as he leaps around. There are gaolers to contend with, each one looking downright nasty and armed with a particularly vicious sword. To advance through the game you need to do deals with the characters you meet, with hints and extra details flashing up in the form of a light bulb over Sinbad's head.

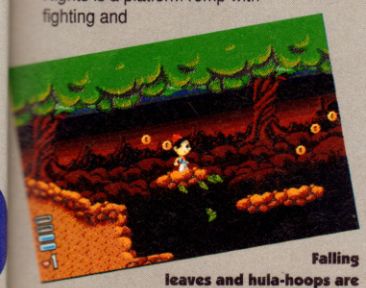
Verdict so far: The puzzles seem to be pitched at the right level of difficulty, so a couple of tries is enough to get past each one, and even falling into fiery pits doesn't herald the instant and annoying death so often seen on other games. With the emphasis on thought rather than action, *Arabian Nights* won't be the kind of game you can just rush through and expect to finish. From what we've seen though, this doesn't stop a novice player just picking up a joystick and getting stuck in. If all the proposed levels come together as planned this looks like being a little cracker.

● *MARK WINSTANLEY*

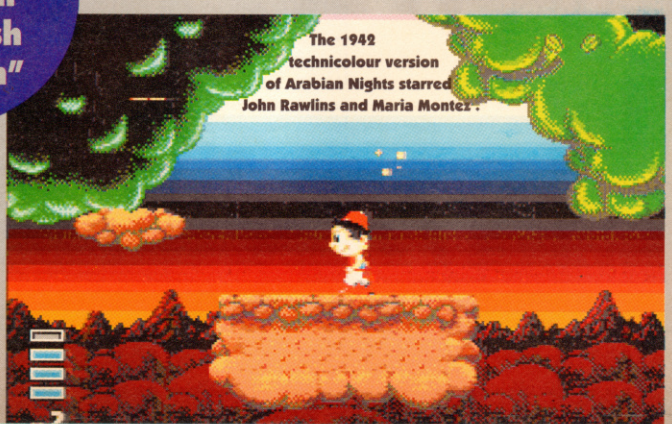
An idea? Here? Methinks it's something to do with the plant.

Nyctophobia (noun, psychiatric term) - an intense and irrational fear of the dark.

"It won't be a game you can just rush through"



Falling leaves and hula-hoops are both nice touches.



The 1942 technicolour version of Arabian Nights starred John Rawlins and Maria Montez.

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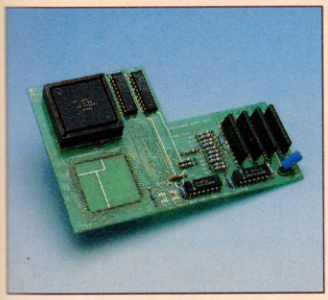

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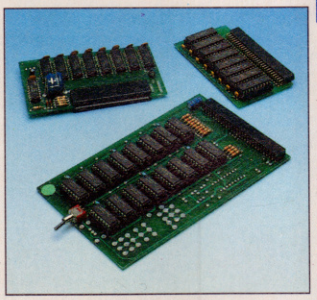

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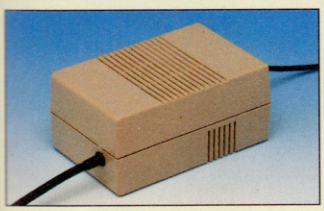

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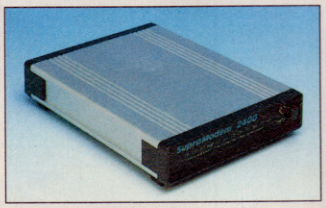

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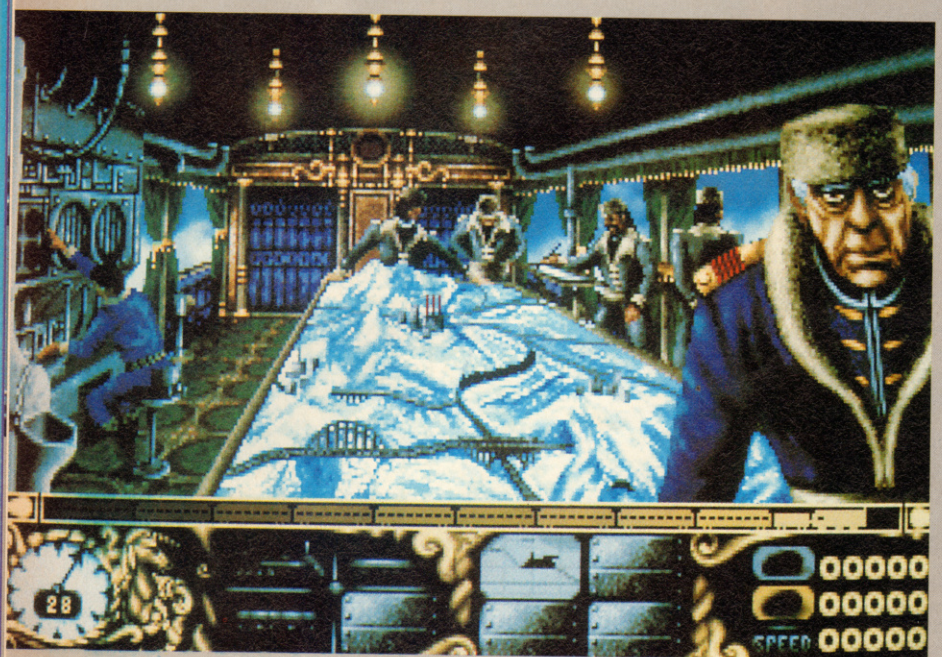
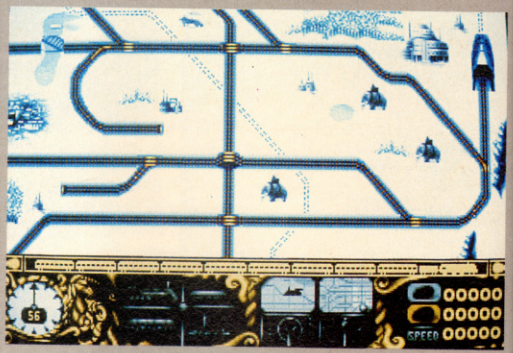
TRANSARCTICA





Above: A small section of the rail network upon which your frosty adventure will take place.

Left: Atmospheric action in the operations room aboard the Transarctica. Love that hat.

GAME: Transarctica
PUBLISHER: Silmarils
AUTHORS: Louis-Marie Rocques, Andre Rocques (game design), Jean-Christophe Charter, Pascal Einsweiler (graphics), Fabrice Hautecloque (music)
ETA: Late January

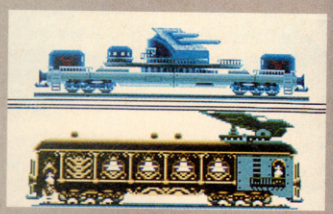
"It's going to have tremendous visual impact"

Briefly: When an attempt to reverse the effects of the Greenhouse Effect by deliberately causing a nuclear winter works far too well, things look bleak for humanity. Centuries after this eco-disaster mankind has re-established a new world order, where a vast corporation called the 'Viking Union' holds the power over the only fuel source – coal – and the trains that are the only transport across the inhospitable frozen wastes. Breaking free of the grasp of this icy totalitarian state you play the captain of the train 'Transarctica' who believes that some ancient writings are true and that he can 'bring the sun back to life'. Since this would not only bring the world out of the ice age but also wreck the Viking Union's monopoly on world transport they will do anything to stop you.

Transarctica is one of those real-time strategy/adventure games, so you have to keep track of the numerous events as they happen. As well as maintaining a steady coal supply and repairing the train, the wagon order has to be set for battle, mammoths herded, starving wolves avoided and of course the Viking Union has to be kept at bay. This can involve an optional arcade sequence, which uses a wide variety of missiles, cannons, infantry, mammoths and even sabotage units to blow up railway tracks and bridges.

The creators speak: French unfortunately. But project leader Louis Marie Rocques is also conversant en anglais. The old Russian style of the game is influenced by the Trans-Siberian express, he explained. "The huge coal-fired trains themselves represent a strong symbolism, when placed against the ice-locked world found in the game, of the vital living power of fire against the death grip of ice: encapsulating the game's final aim, to find the Sun. In *Transarctica*, civilisation may have perished but man's love of culture and beauty has not and, whilst life is hard, this can still be expressed in the machinery and buildings that men create." Quite.

The game will be mouse and icon driven. With the playing map covering Europe, the far East and northern Africa and the locations and enemy moves being randomised every game, long term game play seems guaranteed.



You'll be able to build your train from a selection of useful carriages.

"Strategic elements test the intellect, while the quests for 'Mammoth City' and the final chase for the sun are pure adventure. Suspense is permanent as you are pursued by the Viking Union, and the adventure element is compulsive, pushing the player deeper and deeper into the game until the player becomes hooked on power and ambition!" enthuses Louis.

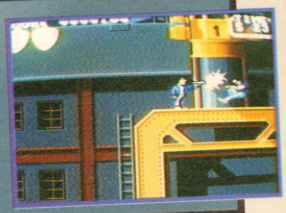
Above: Bayreuth. Let's hope the Opera House is still there.

Left: Mammoths and mountains in the Vauxhall Bridge Road.

Verdict so far: Everyone involved with the game seems excited by it, and from what we've seen so far, they've got good reason to be. It's obvious that *Transarctica* is going to have tremendous visual impact, and no one can accuse them of being in any way derivative with either the concept or setting. It only remains now to see whether this supertrain strategy game will have the playability to match its doubtless good looks.

● *MARK WINSTANLEY*

LETHAL WEAPON



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NICK FALDO'S GOLF

GAME: Nick Faldo's Golf
PUBLISHER: Grandslam
AUTHORS: Andrew Perkins (design and code), Gary Tonge (graphics and design), Jamie Moore (course design), Andrew McGinty (music and sound)
ETA: November 27th

The right hand menu tells you how the ball is sitting and where you are on the course. Menus are brought up by simply moving the mouse pointer into that area.

Briefly: For those of you who are too darned lazy to go out and actually play golf, here comes another golf sim for your Amiga. It's already been proved that what in fact sounds like an incredibly dull concept for a game can be rather fab, so if you haven't been introduced to the pleasures of computer golf yet, this could be the one for you.

The creators speak: We talked to Andrew Perkins, who's responsible for all the game programming, and a fair amount of the design too. This is Andrew's first game, so what has this golf game got to offer that others are lacking?

"The basic philosophy we had was to make this game fun to play and good to look at. Too many golf games are technically accurate, but just dull to play. We wanted to create an arcade type game, while keeping in mind that golf players will want to play it, so the realism's there too. We did a lot of play testing to ensure that it plays well, and there's a lot of fun elements – the caddies talk to you on the way round, and the animation really adds to the atmosphere of the game. The interface is very easy to use – there are snap on menus which appear when you move your mouse to the side of the screen and you use these to choose clubs and look at where you are on the course.

"I personally knew very little about golf before starting the game, and I learnt as I went along, but Nick Faldo looked at it and passed on comments about how he thought it could be improved. There are two different levels of play, amateur and professional, so if you're new to golf you can break yourself in gently. There's also a coaching section where you can practice shots on different parts of the course and you're given tips and advice on the correct way to play. The tips are taken from Nick Faldo's training videos, so you're improving your real golf at the same time too."

What kind of player options are there in the game?

"There are two types of game, Stroke play and Match play. Stroke play just has you going round the course trying to do it under par. Match play pits you against up to three other players, which can be human or computer. There are eight computer players, ranging in difficulty from the bottom one, who does the course in about 20 above par, to Nick Faldo himself, who's the best."

How big is the game itself – is it likely that you could get bored with it quickly?

"No, there's a lot to do in the game. There are two complete golf courses, which are fictional. We designed them using professional course design books. You also have the option to play in spring, summer or winter. It would take you a couple of hours just to take it all in, before you even started playing it, so the longevity of the game is assured."

What technical things were involved in making it a realistic simulation?

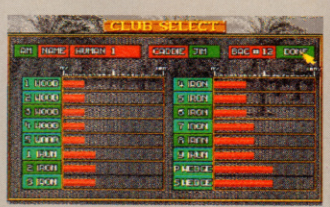
"The ball flights are all worked out using algorithms which relate to the way the ball is hit and how its flight path would be affected. The wind also affects the shots, with the contour of the course and obstacles determining how the wind behaves. We used the 'Reality^3 system' which gives very smooth graphics using polygons on the courses, and excellent shaded grass effects. The screen redraws are very quick – about four or five seconds, compared to something like *Links*, which takes two minutes."

Verdict so far: *Nick Faldo's Golf* looks good and it's quick. It seems to justify the creator's claims to being a fun golfing experience. The version we had was hard to play, but an amateur option in the finished version should put us non-golfers at ease. Something to look forward to we reckon.

● *TIM TUCKER*

There's a slightly different control method for putting, with the, erm, fossil shaped thingy (?) to the left of the figure.

You can choose your club from the snap on menu. Something to chip this over the water would help, unless of course you enjoy aquatic golf.



Before you start you have to choose your weapons. You can't actually choose all of them – we tried.

"Longevity of the game is assured"

Nick Faldo is just about to beat a small, unsuspecting white rodent senseless with a stick. We say "Don't be so heartless, Nick."

Oh yeah, but that's not fair, there's a bloody great tree in the way and I can't see the hole from here. You're cheating. If we were to play properly, I'd beat you every time.

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THALION

GAMES

This month has been a bit of a corker, gameswise. There's *Indy Jones* and *KGB* for adventure fans. There's *Nigel Mansell* for race fans. There's *Wing Commander* for shoot-'em-up fans and loads, frankly, more. But first...

JUST WHO DO WE THINK WE ARE?

MARK RAMSHAW

This month Mark achieved a life-long ambition by having his photo in Melody Maker. "It's more important to me than being the editor of a computer magazine," he said. Well, at least he's honest.

STUART CAMPBELL

We got precious little work from the diminutive Scot this month – the new version of *Sensible Soccer* arrived and we haven't been able to prise him away from his Amiga. "Go away, I'm busy," was just about the only conversation we got from him all month.

TIM NORRIS

Tim's girlfriend went to New York on business and left the poor chap on his own. "But she brought me back a really fab Statue Of Liberty, and some chocolate. And she got herself the most amazing glow-in-the-dark golf ball – it's the best thing ever." But Tim, you can't see the hole in the dark.

GARY PENN

Gary made one of his rare visits to the AP office this month so we could get some new photos of him. "Can I go home now? I'm bored," said the ace freelancer. Well, thanks for coming, it's always nice to see you.

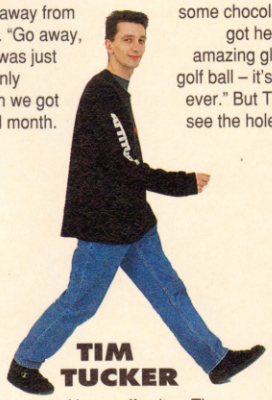
JACQUIE SPANTON

This month Jacquie organised the AMIGA POWER photo shoot. "It's about time we had some new moody photos of everybody looking cool," she mused, and then stuck her finger in her ear. Very arty.

LISA NICHOLLS

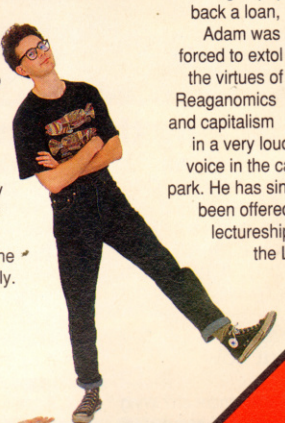
Lisa had a great time at the Future Entertainment Show. She took her camera so she could get some piccies for us but was disappointed to find, when she got home, that she hadn't put a film in it. "I just forgot, all right."

TIM TUCKER



New staff writer, Tim, has joined us from ST Format. He's also got a new flat which, by bizarre coincidence, was once occupied by our own dear editor. "It's quite nice," he said, "but I'm not sure what to do with the barbecue that Mark left in the wardrobe." Nor, obviously, was Mark.

MARK WINSTANLEY



Yet another new staff writer! He gamely volunteered to use his middle name (Cameron) to avoid the confusion of having two Marks in the office. "If only the two Tims would do something," he said, pointedly.

ADAM PETERS

As a forfeit for failing to pay back a loan, Adam was forced to extol the virtues of Reaganomics and capitalism in a very loud voice in the car park. He has since been offered a lectureship at the LSE.

JONATHAN DAVIES

Sometimes it's fun writing this bit of the mag. People love to tell us about all the exciting things they've done. But sometimes they just wish we'd go away and bother someone else. "Can't you just make something up?" asked Jonathan. "I haven't done anything."

RICHARD LONGHURST

Rich looks more like a cross between Morrisey and Jack Dee every day. "I do not," he protested, "and if you print that I'll beat you with this daffodil..."

DAVE GOLDER

It seems Dave's rapidly becoming something of a sex symbol. Apparently he's been getting some fan mail but, frankly, we're at a loss to explain it. "It's my charm, wit, charisma and general good looks," he said, modestly.

How does our scoring system work, then?

1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
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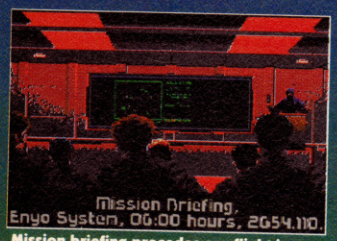
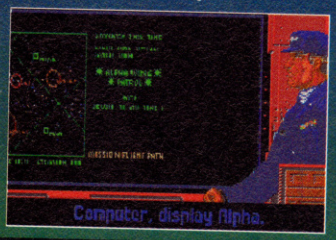
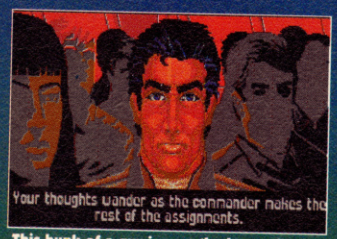


Mission briefing precedes any flight in *Wing Commander*. Here's one now.

This nice man has some diagrams. He's really keen to show it to you.





This hunk of a guy is you, the hero of our story. He's a dreamboat, and no mistake.

That old joke about the Kilrathi and the hose pipe gets a standing ovation.

HOW THE WESTERN SPIRAL ARM OF THE GALAXY WAS WON

WING CO

Wing Commander has long been regarded as the ultimate 3D space opera – without the opera, that is.

It's been a long time coming, but the legendary epic is here

Game: Wing Commander
Publisher: Mindscape
Authors: Chris Roberts (Original), Nick Pelling (Amiga version), and a cast of thousands (graphics and sound)
Price: £34.99
Release: Out now

So, Wing Commander eh? Wing Commander – the game which got people buying big, powerful PCs. *Wing Commander* – the landmark in shoot-'em-ups. *Wing Commander* – the game which saved all that tedious mucking about in hyperspace. *Wing Commander* – the... aww, you get the idea.

The big problem when approaching a game like this is to separate the hype from the game beneath. It's all too easy to be taken in by the superlatives draped over its shiny, smooth exterior, and it's also very easy to fall into the trap of adding to the hyperbole. What this takes is some kind of cold, detachment. But then, that's not what being a games fan and critic is about. Hell, I'm not a number, I'm a reviewer, and I'll be enthusiastic or caustic if I want to. So there.

"The first game to really need an A1200"

The history of Amiga *Wing Commander* is widely known, having already faltered on the starting block once, until programming genius Nick Pelling grabbed the reins, with the intent of doing what they all said couldn't be done – bringing *Wing Commander* to the Amiga.

And here it is. So what's new? Not a lot, thankfully. When you've got a game design so obviously successful as this one, then there's little point in messing around with the winning formula. No, what's been attempted here is an exact recreation of the original game, with the number of colours being the only compromise. The results are occasionally a little gaudy, but in the 3D space sections the reduction from 256 to 32 colours is hardly noticeable. Phew. Made it to first base.

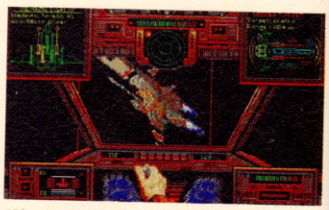
and it even takes advantage of the new A1200.

HOW DOES IT WORK, UNCLE MARK?

It works something like this. Humanity, just for a change, is at war. This time it's a big budget interstellar affair, complete with chorus girls and Busby Berkeley numbers. The bad guys are a bunch of pussies, literally. Going by stock Dr Who *(Great! – Dave Golder)* name number 29 – the Kilrathi – the enemy are lion-like warriors who seem to have some kind of genocidal grudge against the human race.

The player takes on the role of the rookie who, over the course of game will either be the saviour of the human race, or land them in big doo-doo.

The fact that all the blasting bits link together to form a story, means that each time the player returns to base, a debriefing takes place – sometimes followed by another medal to add to the old collection, sometimes a promotion, or sometimes a severe ticking off. After that, it's back to the officer's mess. Here the game can be saved, or a visit to the bar can be made, where other pilots are always keen for a chat – a convenient way of conveying the storyline to the



If in doubt, fly straight at them, with all guns blazing. It really works. Sometimes.

Paladin, Shotglass and Angel – just three pawns in the war against the villanaious Kilrathi. A chat with these guys is always enlightening.

If the ship comes back in this condition then you're doing something wrong.

Before heading off into deep space, let's take one last look at our space station.

Flick that autopilot switch and watch that thing fly like a bat out of hell...

... straight into a battle with the evil Kilrathi. Use the force, Luke.

WING COMMANDER

player. A 'simulator' is also available, for a bit of danger-free flying.

GROOVY, BUT WHAT NEXT?

Brass tacks time, methinks. Let's be honest. *Wing Commander* would be lumped in with all the other mindless 3D shoot-'em-ups out there if it wasn't for the graphics. Quite simply, they are the most complex 3D images yet seen in an Amiga game. In place of abstract 3D vectors, *Wing Commander* offers texture mapped craft. These little cuties actually have surface detail and colouring as if they were plain old sprites, but they can zoom in and out and rotate through all three planes as if they were real, live vectors. In the pictures dotted around this review they may look a bit gaudy and chunky, but when the space ships are actually doing the business – flying towards the player, then peeling off with gunfire smashing against their hulls – that's when the full impact of the graphics technology becomes apparent.

Let's be honest – *Wing Commander* is in a league of its own in terms of graphics technique. Programmer Nick Pelling has performed minor miracles in getting this stuff on the Amiga at all. Okay, so the colours have been compromised quite radically, but the overall effect is still mightily impressive.

The way the missions are threaded together into a coherent storyline shouldn't be underestimated either. The effect serves to draw the player in even further, with little sequences depicting failures or successes in the war effect – all dependent on the performance of the player of course.

In space, the game works as a very simplified flight simulator – even afterburners are available. Depending on the mission and ship type, mines, missiles and various strengths of photon torpedo are available with which to wipe out the bad guys. It's not all fight, fight, fight though. Proximity mines and startlingly fast asteroids also lie in wait in that big thing we call space.

The missions themselves vary between reconnaissance, plain old

Above: A close brush with the wingman. Hit the brakes!

Left: Mine how you go in areas like this one.

THTAT NEW AMIGA A1200

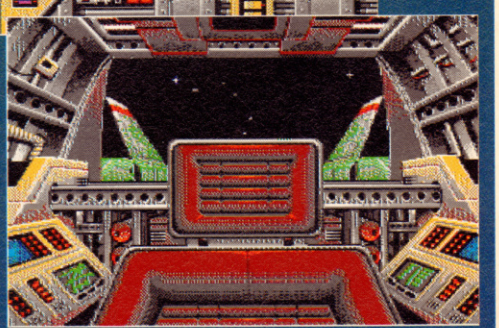
Watch out for this symbol, it indicates views, reviews and percentages on games which take advantage of the capabilities on the Amiga A1200.

A VIEW TO A KILRATHI

Obviously, the most used view is the good old forward cockpit view. That planet looks familiar.

This is the view out of the left cockpit window. Mmm, it all looks a bit quiet out there.

Meanwhile, through the ndow we can see the wingman. Phew, some company on the trip.



And finally we've got the reverse view – handy when running away from bad guys.

That's one less Kilrathi fighter to worry about. We'll win this war yet.

Just look at the texture mapping on that – getting this close can be dangerous.

Oh dear, this might be a very good time to apply the brakes.

And it's all over for our brave (but dumb) hero. Toasted marshmallows, anyone?

HOW THE WESTERN SPIRAL ARM OF THE GALAXY WAS WON - VOLUME 2

offensive, and defensive jobs. The latter involve escorting huge transporters to designated jump points, while offensive runs sometimes give the player the chance to strike right into the heart of the Kilrathi empire, and go up against the might of a huge enemy warship.

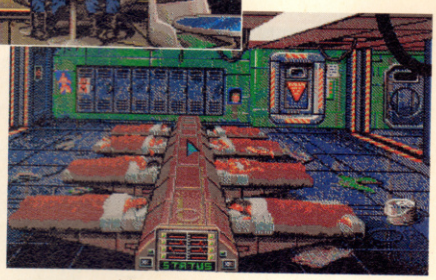
Wingmen are available for some missions, with orders sent via intercom – which can also be used to taunt the Kilrathi during battle. It's all a bit like the fighting sequences of *Elite*, condensed and concentrated into one intense war.

THE NEED FOR SPEED

The design aspect of *Wing Commander* has never been in doubt, let's be honest. The big question mark hanging over the game is one of speed. The original PC version required a pretty damn powerful machine to rattle along at a decent pace, so doubts have been hanging over the Amiga version since beginning.

It's a real shame, then, that after such attention to detail on the game, the speed lets things down. On a standard Amiga the screen update is painfully slow, the dynamic graphics being reduced to stop-start blobs. *Wing Commander* has always relied on its pace to create tension and excitement. Without this, it's reduced to a (very slow) graphical showcase. It's certainly not fast enough to make it anywhere near as playable as it should be. Hell, I feel guilty about this. After all, I'm such a fan of the game, and I really can't see how the game could be made any faster without simplifying the graphics system quite radically.

Left: The bar is a good place to glean new information, or try out the simulator
Below: The officers' mess is actually the save/load screen.



But... it's not all heartache, disappointment, and tragedy. Somebody at Commodore obviously pre-empted all this, and decided to bring out the fablious, sorry fabulous A1200. It's almost like a cop-out, but on the new machine *Wing Commander* is a dream – and a very swoony, smooth and pretty dream at that.

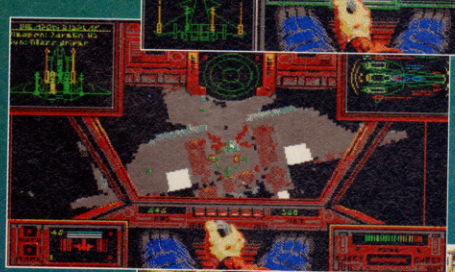
Good news for buyers of the A1200, then. For these lucky people, an almost exact interpretation of the original *Wing Commander* awaits. The only downer is that we're still dealing with reduced colours here – strange when the A1200 can handle it. The real problem, of course, is that *Wing Commander* on the A1200 shows up *Wing Commander* on the good old Amiga quite badly. Would you really be satisfied with a version which runs three times slower than on your friend's new super Amiga? I think not.

The game itself is still as paper-thin as ever, of course. Strategy and depth are as absent as ever were. But if delicious 3D shoot-'em-ups are your bag, and an A1200 is yours, then *Wing Commander* awaits. The rest of us would do well to think twice before taking a ride on this particular freedom moped out of nowhere city.

● *MARK RAMSHAW*

CRAFTY STUFF - THE FOUR WAYS TO FLY

The Hornet is the Astra of space ships – kind of nippy but with really bad visibility.



The tastefully decorated Scimitar carries enough hardware to pack a punch.

Another well-armed number, the Rapier is one neat machine.

Another craft with minimal visibility, the Raptor is nevertheless swift, but low on defence systems.

UPPERS The entire *Wing Commander* game is in there, and it plays just like the original PC one. Aside from the reduction in colours, this IS the original PC version. Running about three times as fast as it does on the standard Amiga, this is the game the way its supposed to be. Just be thankful that Commodore introduced a new machine which could cope with it all.

A1200

DOWNERS Some will dismiss this is a mindless shoot-'em-up, with only the clever graphics routines to save it. Whether this is a downer depends on your tastes, really. The A1200 can handle 256 colours, so why not use them all?

THE BOTTOM LINE

The wow factor may have lessened since its introduction on the PC a couple of years ago, but *Wing Commander* is still something of milestone. The first game to really need an A1200, it's going to become the game which owners of the new machine must own. Full on raging 3D action you can't afford to miss.

88 PERCENT

UPPERS The entire Wing Commander game is in there, right down to the last detail.

DOWNERS If ever a game was trying too much, then this is it. Wing Commander on the standard Amiga is just way too ambitious. Everything is way too slow, even the non-3D sequences – robbing the game of any kind of frantic playability.

THE BOTTOM LINE

A landmark product, but hugely flawed on the standard Amiga. Maybe compromise would have been a better route than attempting to recreate the entire game, right down to the complex graphics. As a fan of Wing Commander it pains me to say this, but the game just loses all its

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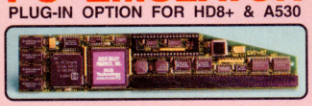

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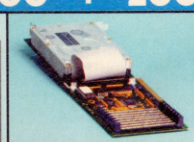

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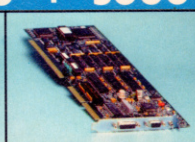

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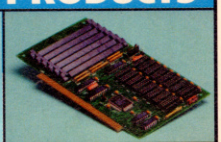

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CYTR

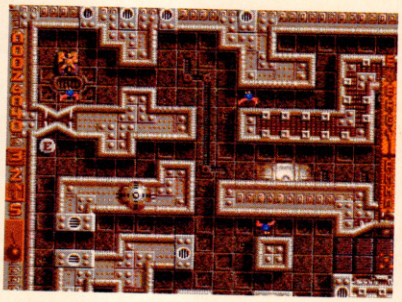
Part of the playing area. This is where you get to whizz helplessly about the place and smash into things.

A rash of robot games this month. The first involves a good deal of skidding around and shooting.

Game: Cytron
Publisher: Psygnosis
Authors: Lunatic Software
Price: £29.99
Release: Out now

"A sort of cross between Paradroid 90 and RoboSport"

Well, it's exactly the same as *Paradroid 90* really, isn't it? Metallic scrolling mazes, zip around them in a little robot thing, shoot lots of baddies and log on to a funny computer thing every now and again and faff around a bit. Looks pretty conclusive from where I'm sitting. Ah, but hang on a minute – there's a twist! (Nope, it's no use, I'm not going to be able to keep up this feigned enthusiasm). In *Cytron*, as well as running around a scrolling metallic maze in a little robot thing shooting bad guys, you can, er, split up your little robot thing into TWO, even littler, robot things, with which you, um, run around the scrolling metallic mazes and, er, shoot bad guys. Oh, that's all right then.



Those blue and orange things look like Marty Moose from National Lampoon's Vacation. But they're robots, honest.

BEEN THERE, DONE THAT

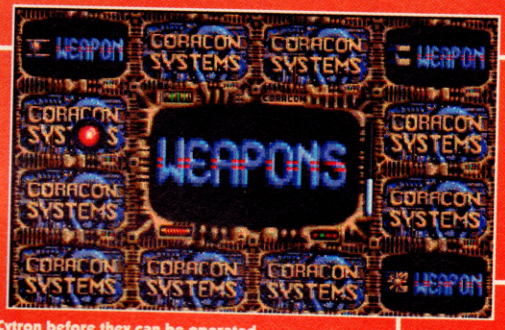
After so much innovation from Psygnosis, it's a little disturbing to see them not only releasing stuff this simple and retrogressive, but pricing it at the 'premium' £30 mark. *Cytron* is, essentially, a cut-down version of a game three years old. It's quite good fun, there's nothing really very wrong with it, but why bother? There's already something almost exactly the same but better out there, who in their right mind's going to fork out 30 quid on this? Still, on with the review, eh?

A TALE OF TWO ROBOTS

Cytron is actually a sort of cross between *Paradroid 90* and *Robotron*, in as much as that you have to save lots of little scientists who can be found lying around in the various mazes that make up the

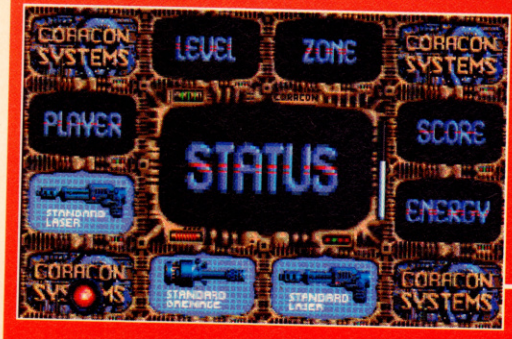
TELL YOU WHAT, LOG ON TO THAT COMPUTER

Logging on to one of the computer terminals grants you access to a whole world of fun, with the aid of which you can just about



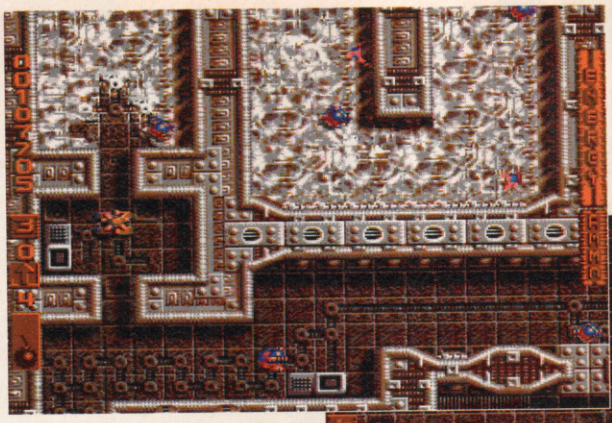
Initially you're armed with only two weapons (a laser and a grenade launcher), but collecting weapon tokens will permit you to load up with more impressive hardware. Some weapons can only be used buy one of the two little robots, whereas some require them to be joined together as Cytron before they can be operated.

Well, it's your status, really, isn't it?



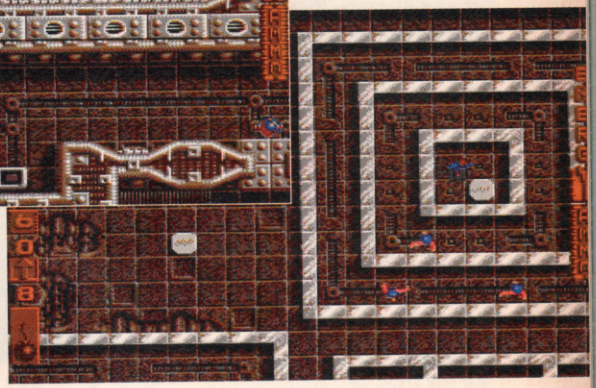
The first options screen. Note also the vertical bar at the right-hand side – it shows how much longer you'll be allowed to muck around with the computer terminal before being automatically logged off.

RON



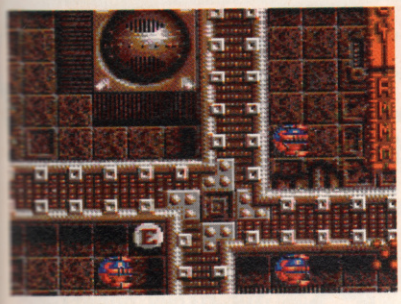
Left: The maze has inexplicably become flooded with marshmallow fluff. Whatever shall we do?

Below: Mazes everywhere and no sign of Richard O'Brien.



game's levels. To get to some of them (or just to progress through the level), you'll sometimes have to split your Cytron robot into two smaller ones called (ahem) Cyt and Ron. Up all night thinking of that one, yeah? These have the advantage of being able to fit through tiny gaps and reach areas which are otherwise inaccessible, which is a nice idea, although in practice it mostly just means a lot of fairly pointless faffing around as you get to a narrow section, split your robot up, move one little bit through, move the other little bit through and join them up again.

The game positively bulges with other stuff (weapons upgrades, clever ways to control your robot's with joystick, 'locking' joystick, mouse, two joysticks, two mice, and probably your TV's remote control as well, power-ups that make you invisible or cause all the scientists on a level to home in on you, doors and barriers that have to be switched on and off, and all manner of clever stuff that you can do with the computer terminals littered around each level), but it's only window-dressing – 95% of the time you'll be zipping around shooting everything you can see, and that's about it.



Get your loverly power-ups here.

HEAVY INERTIA, MAN

Unfortunately, for the duration of that 95% of the time, you'll be zipping around shooting entirely the wrong things and zipping in entirely the wrong direction, thanks (but no thanks) to the, um, over-enthusiastic control response of your little robot things. It's extremely inertia-heavy (well, actually, come to think of it, it isn't. Inertia means it's hard to get something moving and then hard to make it stop, but in *Cytron* the control is more just plain frictionless – one touch on the stick sends your robot lurching off at great speed, and it takes a fair bit of persuading to make it skid to a halt again), and in the default single-joystick mode that, let's face it, most people will be using, you have to move your robot in a direction before you can fire that way. Nothing wrong with that in itself, but with the tight design of many of the game's levels and the aforementioned lurching movement, you'll spend more time simply ramming your enemies than you do shooting them. Still, some people like that kind of thing – look at *Kick Off 2. (Oh no, not again. – Ed)*

"Good old fashioned fun"

DON'T IT MAKE YOU FEEL GOOD?

Still, let's be fair and conscientiously list all the game's good points and mitigating factors, despite the fact that it won't make the slightest difference to the final mark, on the grounds that a game should be judged on whether it entertains you and makes you feel good, regardless of any technical considerations. No, on second thoughts, let's not bother, eh?

● *STUART CAMPBELL*

UPPERS Good old-fashioned fun, lots of nice touches (especially in the control department), and a reasonable pretence at depth in what's really a simple maze shoot-'em-up.

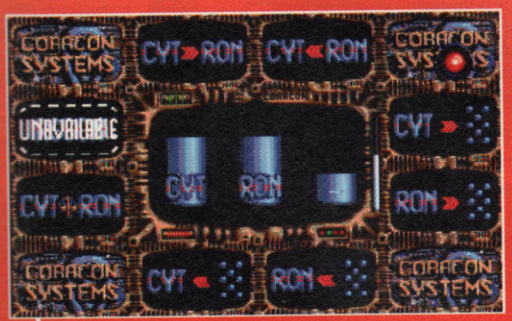
DOWNERS It's pretty skinny in the gameplay department, and the price is pointlessly outrageous.

THE BOTTOM LINE

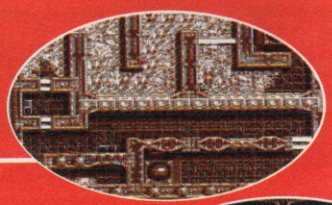
Does what it does nicely, but that doesn't really amount to much. Uncomplicated, undemanding, unsophisticated but still entertaining, it screams out 'MAKE ME MID-PRICE!' at the very top of its voice, but nobody's listening. And it was all done so much better in *Paradroid 90*, so why bother?

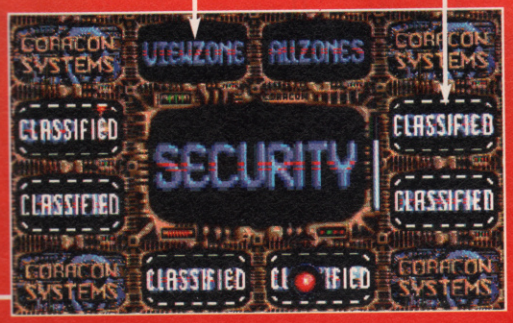
61 PERCENT

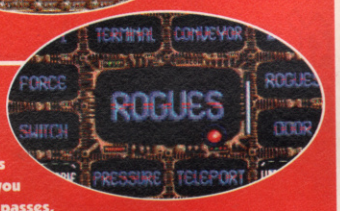
convince yourself that you're actually doing something intellectually demanding.



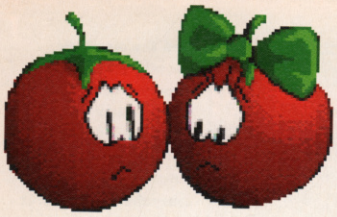
This lets you distribute your energy supply between your two little robots, so that, for example, if one's sitting safely in a corner somewhere with a full tank and the other one's nearly dead, you can switch some energy between them (well, as long as they're both logged into terminals, that is). You also have a reserve tank, for which you can collect energy as you go through the levels.







Much of the security menu is off-limits until you collect various passes, but with full access you can see a floor plan of the current level, pinpoint the position of any scientists, detect any enemies that you've somehow neglected to shoot so far, turn the lights off (it makes it harder for the enemy robots to hunt you down), stop the level self-destruct which is initiated when certain enemy robots spot you, and throw switches in the level at will to open doors and reverse conveyor belts and all kinds of clever stuff like that.



Game: Bill's Tomato Game
Publisher: Psygnosis
Authors: Bill Pullan, Lee Carus-Westcott, Mike Clarke
Price: £29.99
Release: Out now

Now that Psygnosis have put back the release date of *Lemmings 2* until after Christmas, *Bill's Tomato Game* is their big hope for a Christmas hit. And in essence, it's not too far removed from *Lemmings* in concept. *(Oh no! More comparisons! – Ed)* It's pacifistic, it's a puzzle game disguised as a platform game, it's cute(ish). I expect Psygnosis believe anyone who bought *Lemmings* and is going to buy *Lemmings 2* is likely to appreciate *Bill's Tomato Game*.

THE MORE THAN SLIGHTLY UNFEASIBLE PLOT

Bill's Tomato Game is one of those games that requires a considerable suspension of disbelief. In fact, put your suspension of disbelief on overtime and tell him he can have next weekend off if he just bears with this game for a little while. It concerns the fortunes (or rather misfortunes) of Terry and Tracy Tomato. You see, they're in love, and they've been put on a truck to be taken to the market and suffer the inevitable fate of being eaten. Not wishing to suffer this dire fate, our Tel and Trace jump off the truck (it's never really explained how they manage this) and, er, run away.

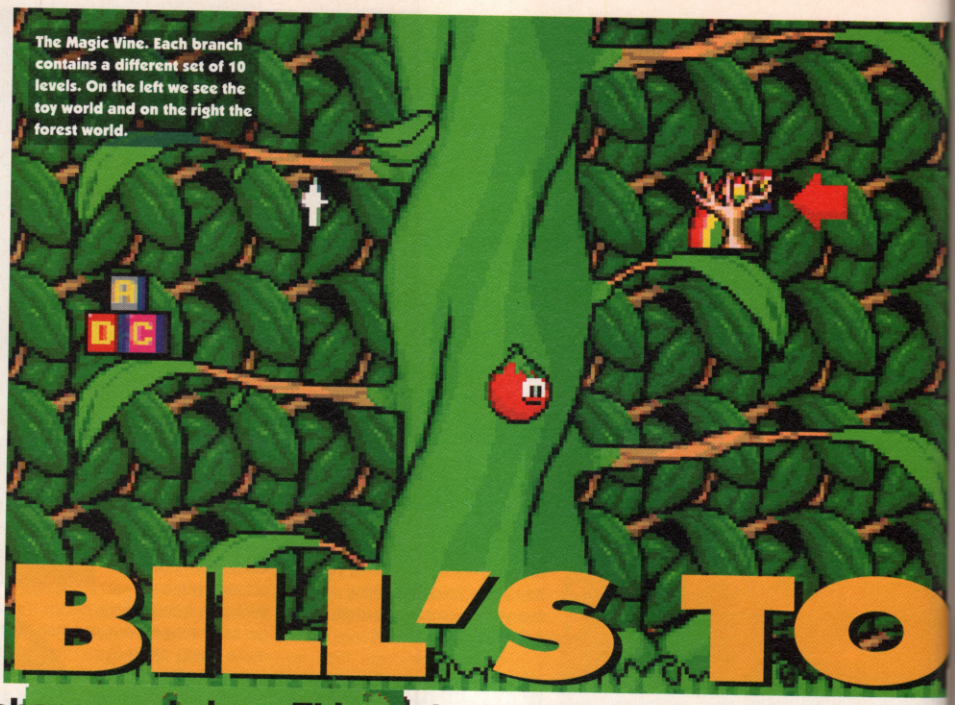
"You can't bear to turn it off"

All seems rosy, but then another disaster strikes. While they're wallowing in their new found happiness, Sam the squirrel jumps on Tracy and kidnaps her. It's now down to Terry to rescue the fruit in distress. It's funny that, I always considered squirrels a lot more cute and furry than tomatoes, but in this game our sympathies are forced to lie with the salad ingredients. Now Sam (the squirrel, remember) has taken Tracy up a magic vine, and for Terry to get her back again he has to scale this mystical vegetation. And this is where the game starts. After the intro sequence has finished and you're fully clued up on what's to be done, you are given the task of controlling Terry on his perilous journey to rescue Tracy. (If by now you're wondering who Bill is, he's the guy who wrote the thing).

The game is made up of 100 levels in all, which Terry has to complete in order to save Tracy from the evil clutches of her furry abductor. The levels are organised into 10 sets of 10, so when you complete the 10 levels of one world, you are taken back to the magic vine where you have to move up the vine to the next world and complete the next 10 levels. These inter-level sequences are the most frustrating parts of the game. Using the mouse (as you do throughout the game) you have to get Terry up to another branch of the magic vine, and basically it's tedious and frustrating. I suppose it serves as a break after the 10 levels of puzzling you've been doing, but it's even more frustrating when you keep getting knocked off by a bee who's flying around the vine. I mean, since when could a bee knock a tomato off a vine? (I'm sorry, my suspension of disbelief just nipped out for a packet of biscuits and I lost it there for a minute.)

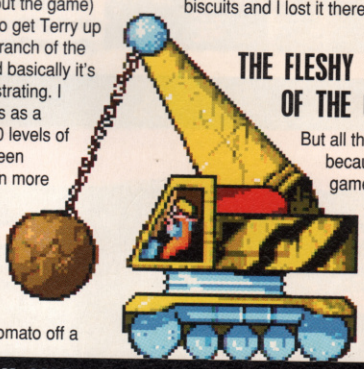
THE FLESHY SUBSTANCE OF THE GAME

But all this is by the by, because the main gameplay of *Bill's Tomato Game* concerns an intriguing and somewhat original game. You start with Terry on one



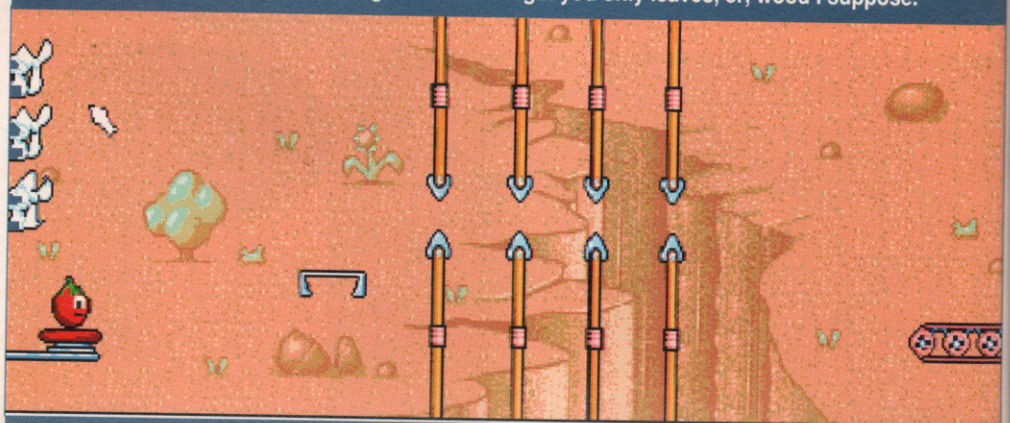
The Magic Vine. Each branch contains a different set of 10 levels. On the left we see the toy world and on the right the forest world.

Platform puzzlers come in many different shapes and sizes. This one's round, red and very squashy.

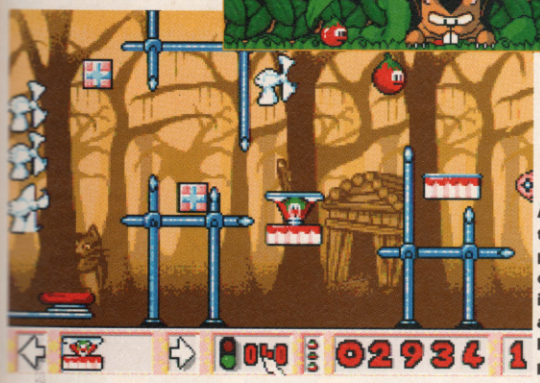


I'VE JUST GOT TO KETCHUP WITH MY LIFE

He's really being put through his paces this tomato. The spears move, but your timing has to be spot on to ensure you don't become part of an elaborate vegetable kebab. This could put you off vegetables for life, which for the vegetarians amongst you only leaves, er, wood I suppose.

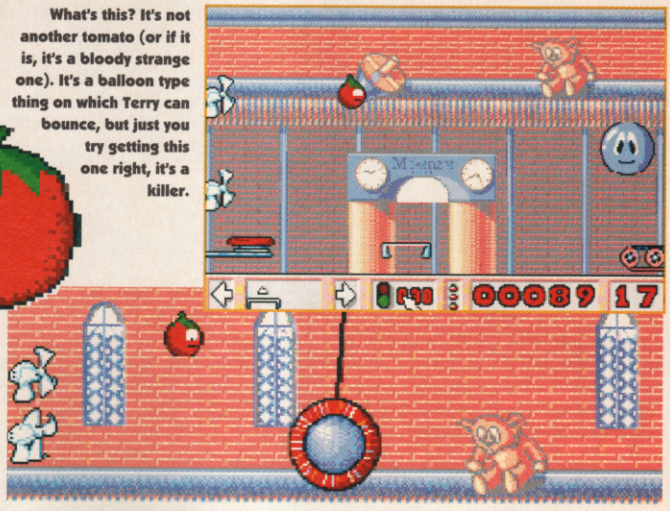


Sam makes his entrance and Terry can only look on in dismay, as the odds are heavily stacked against a tomato in a fight with a squirrel. What'll he do when he catches up with them?



As you can see the levels get pretty tough. No other tomatoes in the history of all tomato-dom have ever been put through this.

What's this? It's not another tomato (or if it is, it's a bloody strange one). It's a balloon type thing on which Terry can bounce, but just you try getting this one right, it's a killer.



A particularly nasty implement awaits Terry when he gets to the toy world.

MATO GAME

side of the screen, and you have to get him to the other. Now the problem is that, being a tomato, Terry can't actually move (we'll skip the question of how he managed to run away from the truck for now, just promise your suspension of disbelief two weeks off at Christmas). He's placed on a spring and without any help he'd simply jump up and down on the spring, going absolutely nowhere. Much like *Lemmings* in concept, you have various objects at your disposal which aid Tel in his progress. The most fundamental of these are the fans, which blow our squishy friend across the screen after he has been launched from the spring. You can place trampolines, jack-in-the-boxes, blocks and more fans on the screen to propel him towards the conveyor belt at the other side of the screen. The game works to the actual laws of physics – placing the fans at higher levels creates different air movement, and bouncing on trampolines depends totally on how you land on them.

Yeah, it's a puzzler, and a thoroughly engaging one at that. Each world starts off fairly simply, but the difficulty goes up on the later levels. To add to the problems there's a time limit, which varies. You can launch Terry on his journey as many times as you like within the time limit, which mostly results in him being splattered on an object on the screen, or falling squishily to the floor. Once you're time is up you have to start the level again, so all your carefully placed objects have to be re-placed on the screen – incredibly frustrating when you've set up a complex chain of events that are so close to working but need some fine tuning. But it's not the kind of frustration that makes you throw down the mouse and load up *Lemmings* again. No, it really grabs you, this one, and everyone I've played it with has just been unable to turn it off. The thing is, you get so far towards getting the solution (and there is often more than one solution to a level) that you can't bear to turn it off until you've got it. And the sense of satisfaction at getting it right is much like the feeling you get when you relieve your bladder after a long coach journey. *(Oh dear. You just can't get the staff anymore. – Ed)*

"A thoroughly engaging puzzler"

When you finish a level you get a password, which you must write down and keep in a safe place so you can skip straight to that level later on. The passwords are all randomly generated, so you have to ensure that your disk isn't write protected when you're playing the game – if you entered the same password on a friend's version of the game it would take you to a totally different level.

It may seem that this game has only a certain amount to offer, after all 100 levels of puzzles must get tiresome after a while. Well happily this isn't the case with *BTG*. Each level has different obstacles, and often completely different methods required to get the tomato to its loved one. The game demands you change tactics and strategies constantly, and completing one level can be no guarantee of successfully negotiating another. The graphics look like they've come straight out of a platform game – they're bright, bold and, yes cute and the backgrounds are superb, so there's always something to keep you interested visually. It manages to bring humour into the proceedings too, mainly through the graphics and the alarming squelch that accompanies Terry's splatty demise. A great new puzzle game with an original(ish) angle that really hits the mark.

● *TIM TUCKER*

UPPERS Looks good, sounds good, plays even better, and most importantly you won't want to turn it off. The sort of game where you go to bed at night and you're still trying to work out a way of doing it. Loads of fun.

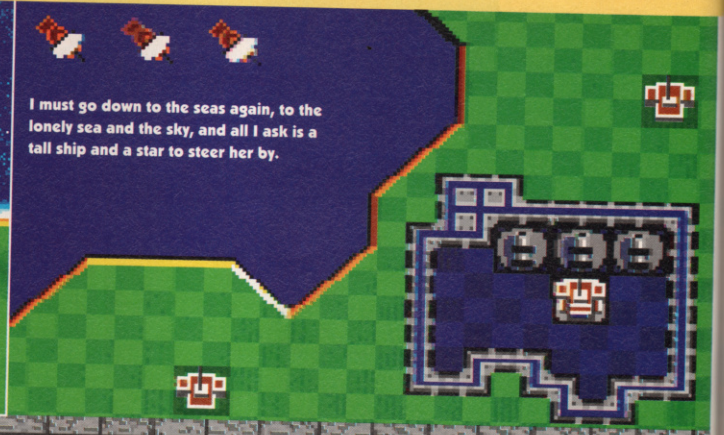
DOWNERS Inter-level vine jumping is a bit of a pain. Some of the levels are extremely hard too, and it's arguable that the game does lack substance.

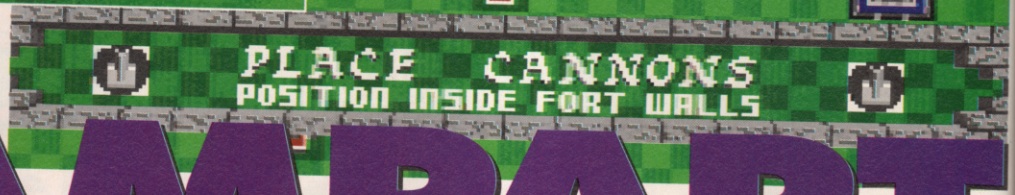
THE BOTTOM LINE

If you liked *Lemmings*, and you're looking forward to *Lemmings 2*, then you're sure to like this. Puzzle games need new ideas to make them interesting, and this has got plenty.

81 PERCENT

In one-player mode, those horrid people in the ships shoot their guns at you and make nasty holes in your castle.





RAMPART

Every other format has had a *Rampart* conversion for ages. Now we've got one.

Game: Rampart
Publisher: Domark
Authors: In house
Price: £25.99
Release: Out now

"A fab two-player game"

About time, too. What kept you? We've been waiting for this simple arcade conversion for about a year now, so surely the least we can expect is an absolutely pixel-perfect job, yes? (Dear me, I'm in a belligerent mood this morning. Better get a grip.)

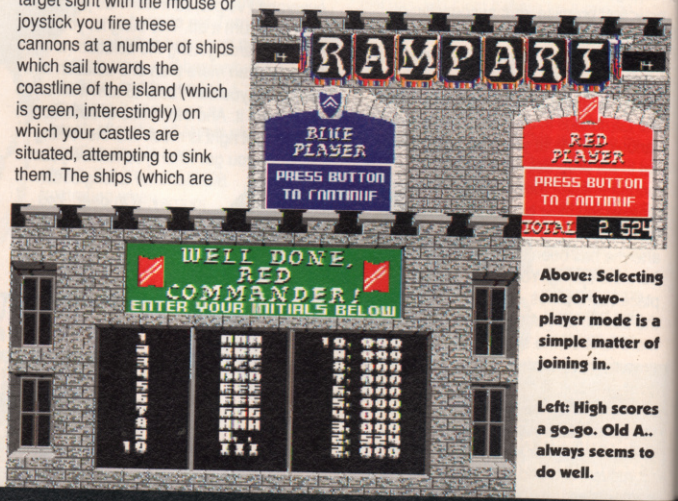
Hurrah, we've been waiting ages for this fabulous arcade game to be converted to the Amiga and now here it is. (No, it's no good, they'll never swallow that one.)

Fish! Stirling Albion! 32-piece dinner service! Double decker bus! Centipedes! *(Snip! I don't think the 'wacky surrealist' approach is going to get you out of it this time, either. Have another go. – Ed)*

Oh God, I just can't seem to find the tone here at all. I think what we need is one of those reviews that all the crap dweebs who write in complaining all the time about how we don't like football management sims or wargames or RPGs or whatever seem to want – the facts, and nothing but the facts. Here goes, then. Trainspotters of the world, this one's for you.

IN THE STYLE OF...

Rampart is a conversion of a Tengen (ie Atari) coin-op. It can be played by one or two players, in three basic game styles. First, there's a one-player mode. Here, you start off with a castle surrounded by walls (you choose your site from a selection of five offered at the beginning of the game), within the boundaries of which you place three cannons. By guiding a target sight with the mouse or joystick you fire these cannons at a number of ships which sail towards the coastline of the island (which is green, interestingly) on which your castles are situated, attempting to sink them. The ships (which are brown), however, fire back at you, attempting to destroy the walls surrounding your castle. While doing this, they also attempt to reach the beaches of

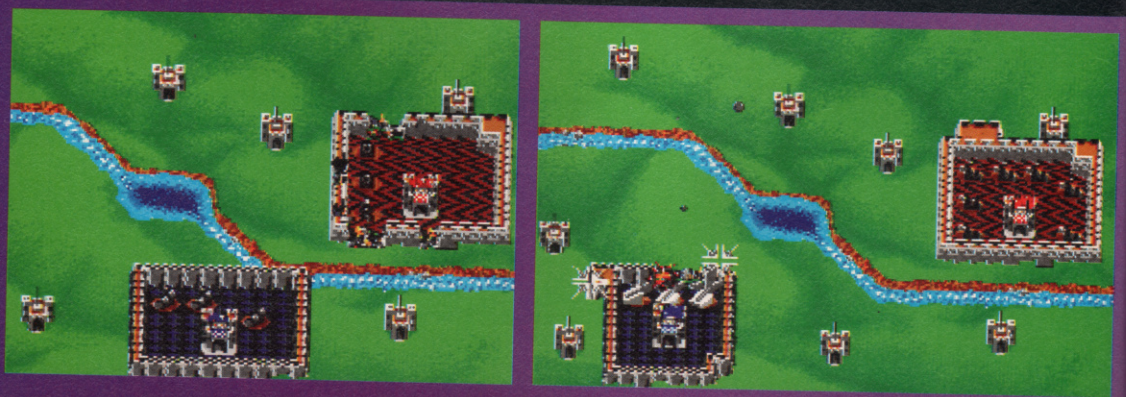


Above: Selecting one or two-player mode is a simple matter of joining in.

Left: High scores a go-go. Old A.. always seems to do well.

BOOM BANG-A-BANG

The most important part of the two-player game seems to be the castle-building bit (it's certainly the trickiest), but the best fun is to be had from the shooting-the-bejaysus-out-of-the-other-chap's-castles bit.



the island and disgorge troops. If they're successful, the troops advance on the other, unprotected castles (which are grey), and destroy them. After a short period of time has elapsed, the 'shooting' stage of the game ends and you move on to the 'rebuilding' stage. Here, a number of random geometrical shapes (a bit like the ones in *Tetris*, interestingly) are placed one at a time under your control, and using the mouse you move, rotate and place them in the gaps in your castle wall

None of us ever worked out what the difference was.

created by the enemy fire, attempting to reconstruct the wall so that your castle is once more completely surrounded. You can also attempt to extend the walls so that they surround one or more of the other, unprotected castles. If you fail to surround any castles in the allotted time, your game is over, but if you succeed, you are awarded a number of extra cannons to place, dependant on how many castles you have claimed and how successful you were in the previous round. These cannons, though, still have to be placed within castle walls, so you must make sure you leave enough room for the cannons, which, take up four squares of the castles' chequer-patterned floors. The game progresses in this manner, with increasing numbers of enemy ships, until you fail to surround a castle or have them all destroyed by enemy troops.

"The graphics are mostly green and blocky"

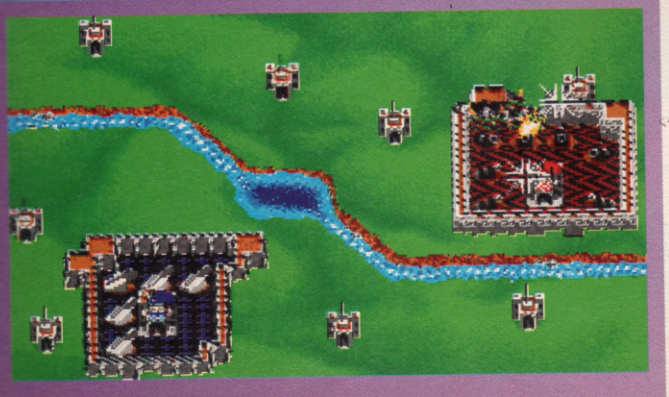
(ANSWERS ON A POSTCARD PLEASE)

The second type of game in *Rampart* is the standard two-player mode. In this, the two players (one of whom plays the 'Red' army, the other playing the 'Blue' army) face each other across a river. The gameplay is largely the same, except without ships or troops – you simply shoot at the other player's castle walls, in an attempt to make them as difficult for him to rebuild at the end of the round as possible.

A lovely neat row of enemy ships, just waiting for you to blast them.

(TO CLARE RAYNER)

Lastly, you can play a game which is a hybrid between the two, featuring both human players playing near a river estuary (which is the point at which a river opens out and flows into the sea, interestingly), towards which computer-controlled red and blue ships sail, fulfilling the same task as the computer enemies do in the one-player game, viz, shooting at the other side's walls and landing troops. It is, of course, rather more difficult and complicated than either of the other two game types.



SOME MORE FACTS

The graphics are mostly green and blocky, although they change to a rather prettier (oops, sounds like a bit of opinion creeping in there, better edit that out later) contoured and curved landscape once the building stage is complete (while this is happening, the ground takes on a chequered pattern with all angles simplified to either 45 or 90 degrees to aid with block placing). Sound consists of some simple explosions and militaristic jingles, plus the odd snatch of sampled speech ('Cease firing!', that kind of thing). You can control the action with mouse or joystick, the joystick method involving some complex manipulation to compensate for the presence of only one fire button to perform both rotation and placing with. The response to either system, though, is rather slow. (Although 'slow' is of course a relative and subjective term, and we don't want any subjectivity in here, do we? Let's just say, then, that it's 'Not nearly as fast, for example, as in the Super Nintendo version of the game' and leave it at that.) At the end of the two-player game, there's a sequence where the victorious player gets to execute the other one with a guillotine, but there's no blood. The enemy ships all have single tall masts, sometimes with sails up and sometimes with them down, and there are several skill levels you can choose, mainly involving more difficult coastlines to defend. If you choose one of the harder levels, you get a points bonus for surviving the first round, and at the end of the game you can enter your name on the high score table, using up to three letters.

That's that, then. Dull way to review a game, wasn't it? Will you please shut up now? (You know who you are.)

● *STUART CAMPBELL*

Prepare indeed. As this bar sweeps down the screen, that nice helpful castle-building grid changes into a pretty-looking green and pleasant landscape.

More devastation than a chap can imagine, but it's okay because a few *Tetris* blocks will out it right.

After the rebuilding stage (which doesn't last very long at all), you're declared the loser if you've failed to completely rebuild your castle walls. But at least you get the chance to have another go.

UPPERS Great mix of arcade skill-testing, and a fab two-player game.

DOWNERS Really sluggish and annoying mouse control, and the joystick mode just doesn't work with one button.

THE BOTTOM LINE

I've probably been a bit spoiled by other versions (especially the SNES) making this one look a bit sad, but it's still a pretty neat arcade game at heart. Not, by a long way, worth £26 unless you're going to be regularly playing the two-player game, though.

66 PERCENT

Torn between having a go at darts and being the prize, our toy-based hero presses onwards.

Was that guy in the kiosk dodgy-looking or what? Checking his change, Troll heads for the circus.

They're invading card shops throughout the land – now they're heading this way.

TROLLS

Game: Trolls
Publisher: Flair
Authors: In house
Price: £25.99
Release: Out now

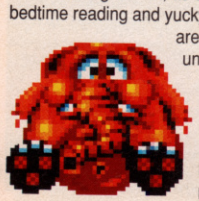
Do you believe in fate? Do you put it down to bad karma when you walk into a lamp post as you're checking how cool you look in a shop window, or just particularly poor urban planning? My fate, if fate exists, seems to have drawn me closer and closer to ugly little creatures with blue eyes and nasty hair, and I don't mean the rest of the AMIGA POWER team.

Being a new kid both in the quaint, historical town of Bath, as well as at AMIGA POWER, I've been doing my homework and generally nosing around the place. Flicking through back issues every night as I'm tucked up in bed, I've noticed that AMIGA POWER reviewers seem to have caught onto 'console-esque' as being THE key word to refer to cute platform games involving humorous ants/goldfish/eggs/etc leaping around onto the heads of equally humorous bad guys.

"Perhaps my parameters are too constrained"

Completely separate from this observation, or so I thought, was the point that Bath shops are currently packed full of trolls. Row upon row of these small plastic nasties line the shelves, each with a permanent smirk that is, I suppose, meant to look cute; huge blue eyes that undoubtedly are cute; and a shock of lurid hair that wouldn't look out of place on any of the 'My Little Pony' range of monstrosities. I've seen these troll dolls everywhere and, what with marketing tie-ins being the way they are, can see that only total thermonuclear war will prevent a Trolls cartoon from appearing on children's TV in the next few months.

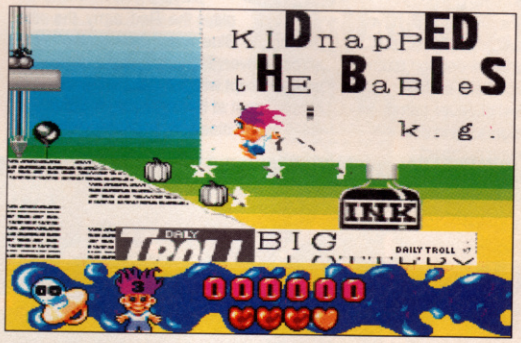
You might think, as did I, that my bedtime reading and yucky plastic figures are two seemingly unconnected events plucked at random from my hum-drum existence, so imagine my utter surprise when a game landed on my desk that was not only completely impossible to review without using the words 'cute' and 'console-esque', but also features a purple haired troll as its main character. After such an astonishing display of some unknown, higher order of destiny manipulating the very essence of my life, who am I to dismiss the fundamental interconnectedness of all events? I won't even try.



This elephant has all sorts of problems.

Trolls is extremely cute and the gameplay can be described as highly console-esque (just thought I'd get these references over with as soon as possible) and the story line would make even Dr H Lector MD weep over his chianti and fava beans at the beauty and tragedy it portrays.

We're told that the troll started off as one of the thousands of toys that are currently clogging window displays around the country. This lifeless toy sat amongst the wood shavings of lovingly handmade items in an old toy maker's store, until one night, at the stroke of midnight, a magic portal into strange new worlds opened up and breathed life into his still form. It all sounds perfectly credible to me, in fact during my shelf stacking days at college I lost count of the number of times I saw Ken and Barbie magically spring to life only to shrug off their middle class values and clothing and hit the road as new age travellers in Barbie's dubiously pink camper-van.



Just in case you forgot the game plot, there's a subliminal message included

However, unlike these miniature plastic beatniks, the little troll not only has new life, but also a deep sense of destiny, with a voice from within urging him to to take up the

SWEET TROLLEY

It's got candy in it, it's a land – It's Candyland. Hideously cute backgrounds compete with the sickeningly cute Troll for the world cute prize.

Plunging through a level with a calorie count in the high billions, and he still doesn't look happy. There's no pleasing some people.

heroic task of rescuing lost troll babies and returning them to their mummy and daddy trolls. Eat your heart out Hansel and Gretel – see how the word 'cute' is an inevitability?

In its favour I'd have to admit that *Trolls* is the best re-animated plastic figure platform based game I've ever seen, but perhaps my parameters are slightly too constrained to be in any way objective. *(Of course they are. I was only thinking almost the same thing myself. – Ed)* To anyone who's seen *Zool* and *Doodlebug*, *Trolls* is going to seem eerily familiar, with themed levels, backgrounds and graphics shockingly similar to both. Not that this is an uncommon state of affairs, everyone seems to be trying to release their own 'definitive' version of a platform game at the moment, so like 'flu going round the office, there's a lot of it about.

At the beginning of each level you're given the number of baby trolls you must find before progressing onto the next level. Progress from level to level is by flying pig (and why not?) and your journey is occasionally marked by a big red elephant. Since elephants never forget, when you lose a life you're returned to where the elephant remembers seeing you last. A nice touch.

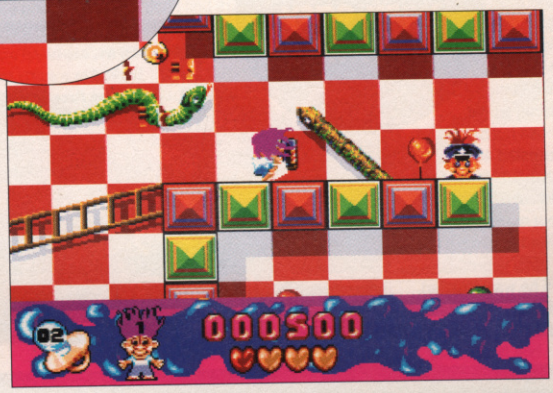
Each level is based on a particular theme and with fifteen different lands and each land having several levels, there's obviously plenty to plough your way through. Also by collecting the letters to spell 'Bogus' or 'Bonus' you get life-taking or giving levels, and altogether the game boasts over 70 levels. I'm sure that this has to be enough, even for the most ardent platform fan.

Taking a smack in the mouth is enough to ruffle anyone's hair, even if it's long, garish and nylon.

Aaah, what a lovely, fluffy teddy, what a cutesy-wutesy car, what a shiney-winey train, what a lushy-wushy etc, etc... ...

But of course it's not all babies, babies, babies. Spread thickly around each level are balloons which you can run past and pop. After an impressive shower of spinning stars you can pick up objects or powers that also change the troll's hair colour, for springy shoes you get blue hair, red for a shield and so on.

Problem balloons lumber you with a ball and chain, which slows you down, or a can of Skol, which makes your control over the troll highly unpredictable and presumably gives the little fella a pounding headache when it wears off. The most useful item you can get is the yo-yo, with which you can swing spiderman-like across gaps and also smash down walls.



After all my previous comments about the ugliness of the toys, I'm forced to admit that although the character looks exactly like them, he still manages to look cute. I'd put it down to his animation, with his long hair wafting and his stubby little arms flailing around as he leaps the obstacles. It's all very well done and a lot more impressive than in *Doodlebug*, for example.

The baddies are themed to each level, to unusual effect in some cases. In 'Candy Land' you're pursued by jelly tots and other wobbly things, which is understandable. In 'Boardgame Land' there's plenty of dice and snake tomfoolery, which is fine by me. But in 'Media Land' you're principally attacked by cameras, erasers and, quite bizarrely, the letter 'T'. Not generally known as one of the more ferocious consonants, this twentieth-letter-of-the-alphabet type attack took me completely by surprise, and resulted in a great many troll deaths before I realised the devious intentions of this capital letter.

And that, as they say, is that, really. Lots of running around and trailing coloured hair, more beautifully animated stars than you know what to do with and hoards of peculiar nasties leaping about. It's colourful, tunefully packed with boppy little, er, tunes and features wonderful visual touches like the troll blinking and the flatulent-looking elephant.

It's not without its flaws though. There are numerous points where you have to take leaps of faith into the unknown that frequently end up in your swift demise. Taken as a whole, though, this is a pretty seamless presentation. Okay, so it's a cutesy, platform game, and if you don't like them then you won't like this, as it follows the platform rule book to the letter. If you do like them then I'd say this is the one to get, as it's approaching near perfection *(Ish. – Ed)* as far as smoothness and graphics are concerned. I could live without the dolls littering my life and won't be holding my breath to see if my idea of a TV franchise will take off, but *Trolls* the game is definitely worth a bash.

● *MARK WINSTANLEY*

Check out the floor made out of chocolate blocks looking almost, but not quite, like that well known brand. It avoids copyright infringements anyway.

If the Troll takes the lolly from the fat bloke then he should make jolly sure he brushes his teeth later. And so should you at home, kids.

UPPERS Great graphics and sound. At 70-plus levels this is as big a game as you're ever going to need. Nicely varied themes, colourful and cute beyond belief, this is definitely the thing for you if you're a platform kind of kid.

DOWNERS Adds nothing original to the platform scene. This may be one of the better additions to the genre but we've seen it all before.

THE BOTTOM LINE

With a high quality of graphics and presentation and an almost fault-free level of playability, *Trolls* really can't be faulted technically. However when playing it, you get that feeling of déja-vu. Perhaps with so many platforms around being just faultless isn't enough and we need to see more original concepts. (Or then again, perhaps not.)

83 PERCENT

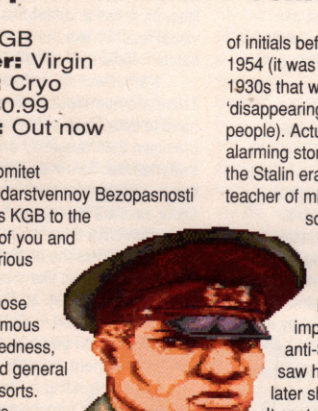
KGB

The graphic adventure comes of age in a political thriller about the Soviet Union's infamous bad guys.

Game: KGB
Publisher: Virgin
Authors: Cryo
Price: £30.99
Release: Out now

The Komitet Gosudarstvennoy Bezopasnosti (that's KGB to the likes of you and me), is a mysterious and shadowy organisation whose name is synonymous with underhandedness, sinisterness, and general nastiness of all sorts.

Soviet state security went through various mysterious sets of initials before settling on KGB in 1954 (it was the NKVD in the 1930s that were responsible for 'disappearing' so many people). Actually, here's an alarming story I heard about the Stalin era from an old teacher of mine who spend some time in the '70s studying in the USSR. He met an old woman whose husband had been arrested and imprisoned in the '30s for alleged anti-Soviet activities. She never saw him again, but many years later she was allowed to see his file. It contained the original information sheet, typed when he was arrested. On the sheet was the man's name, his address and nothing else. The space for the charge was blank and the were no other papers in the file. No one ever knew why he was arrested and there were no records of what happened to him. Most disturbing.



"The game is very easy to get into"

PUTSCH AND SHOVE

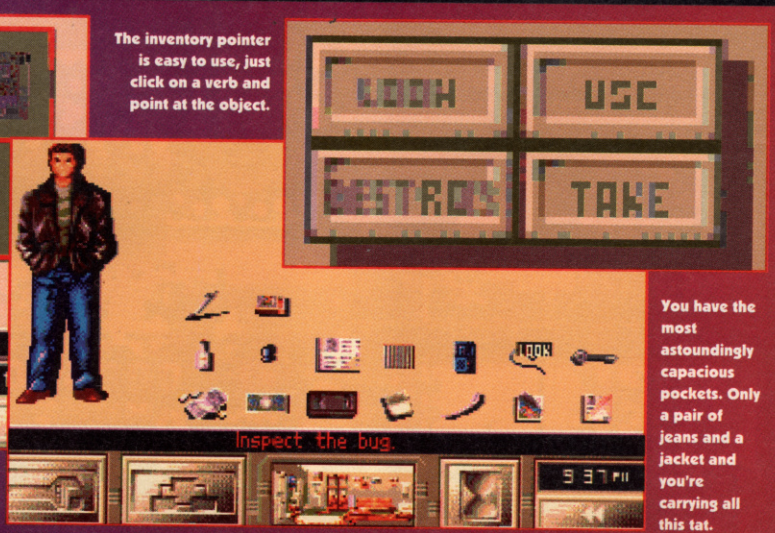
Anyway, back to the action. *KGB* is a graphic adventure set in post-Peristroika USSR in the days immediately before the August putsch. You play the part of Captain Maksim Rukov, formerly of the GRU – the Red Army's intelligence service – and now assigned to Department P of the KGB. He seems like a nice enough chap, if a little inexperienced, and his superiors have something of a soft spot for him (they knew his father). He works in a grotty office in Moscow and he gets his orders from a rather grumpy Colonel.

The interface is quite friendly – mostly point and click stuff – and, as a result, the game is very easy to get into. And once you're in, you'll be captivated by it. The atmosphere is established almost as soon as you begin playing by the superbly drawn and detailed graphics. The characters have character, the scenery is scenic, the static screens between sections show (mainly) beautiful pictures of Moscow, and the whole thing draws you into the seedy, scruffy and

WHAT HAVE YOU GOT IN YOUR POCKETS?

Click on the second icon from the left and you get this really helpful map of all the rooms you've explored in your present location. This is the naughty butcher's shop. But is it the shop or the butcher that's naughty?

The inventory pointer is easy to use, just click on a verb and point at the object.



You have the most astoundingly capacious pockets. Only a pair of jeans and a jacket and you're carrying all this tat.

The club's manager won't let you in unless you're a member, but he wants money to let you join. Let's hope you took that money from your bedroom.

The best advice is to talk to everyone to see what they can tell you, but be circumspect. Don't bother with the twins on the left – they'll kill you.

IF YOU LIKE A LOT OF CHOCOLATE ON YOUR BISCUIT, JOIN OUR CLUB

slightly unwholesome Soviet underworld. (Or, at least, into what I imagine the Soviet underworld is like, having never actually experienced it personally.)

Your first mission, by way of introduction to the whole thing, is nice and simple. You have to investigate the murder of a private investigator named Geltsin. So you troll off to his office, search the place, and eventually meet his sister. She gives you a tape, you listen to it, you go back to base and get your next orders. Now that's all well and groovy, but of course you can't listen to the tape unless you find the tape machine, and you don't find that unless you've got the key to one of the drawers in the office. But you can't get the key until you've tried to open it and found it locked and then gone outside and asked the guard for the key (not my first idea) and...

"Superbly drawn and detailed graphics"

The problem with old-fashioned text adventures was that the puzzles tended to be thoroughly irritating in that they had utterly illogical solutions. You know the sort of thing where you could open the secret door only if you had the ruby in your right hand, the dagger in your left, you jumped in the air three times, span round and sang the American national anthem in Spanish with a Welsh accent. Yeah right.

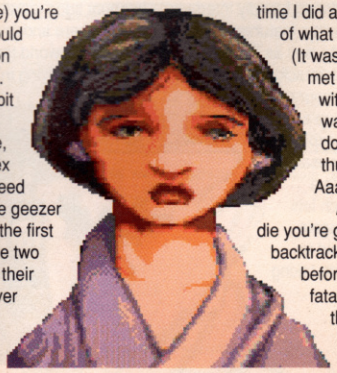
It's not much but it's home. Actually you live with your Uncle Vanya who's an irascible old fool.

THAT'S ILLOGICAL, CAPTAIN

Things have improved in recent years. The solutions to the problems are now slightly more logical. But, in *KGB*, it seems that unless you do everything in exactly the right order (which, first time, can only be by good fortune) you're just as stuck as you would have been if the solution was completely bizarre. This linearity can be a bit of a downer.

Take, for example, the rather more complex second mission. You need to find the identity of the geezer you found out about in the first mission. Unless you see two muggers and overhear their conversation, you'll never get anywhere. But it wasn't until the third or fourth time I'd played it to that point that I actually saw them. Is my meeting with them random, or what? Once they appeared, everything suddenly came together, but where had they been up until then? If you're going to have a whole section of the game dependent on the presence of two characters, the least you can do is make sure they're there. Isn't it?

Oh, and sudden death. Don't you just hate it when that happens? It was outstandingly frustrating to be killed by another two fools (ugly twins) every time I did anything with no idea of what was going wrong. (It was because I hadn't met the muggers, and without them there was nothing else to do but talk to the thugs and get killed... Aaaarrrrgh!)



At least when you die you're given the option of backtracking to a point before you made your fatal error, but given the linearity of the game, this often isn't helpful –

The main game pointer is usually set to 'smart pointer' which selects the most likely option for you (like 'look' when you run the pointer over an object). But if you want to something else, you can call up this pointer menu and do what you want.

You finally manage to break into the butcher's shop. It was dark, but I didn't dare turn on the light in case I was spotted. So what on earth should I do?

I knew there was probably a good reason for picking up those matches. Now which of those doors should I go through?

AND THERE WAS LIGHT

Right: The hall outside your office. Why does Lenin always look so sad?

Below: Those muggers in full. Now why didn't I see them earlier?

Dungeons And Dragons stuff and all its clones can get a bit samey after a while (although there's an occasional gem like *Legend*) and the comic book style of *Monkey Island* can be a bit wearisome as well. So an adventure based in the real world with a bit of (fairly) current affairs thrown in is a bit of a godsend.

If it were a bit freer, it'd be an absolute classic but as it is, it's just utterly fab.

● *TIM NORRIS*

unless you've done all the right things in roughly the right order, you're pretty much stuffed. So even though I had the option of not saying whatever it was I'd said to make the twins kill me, I still couldn't progress since I knew nothing about the muggers who weren't actually there...

The aforementioned friendly interface has a couple of nice little features to help you along the way. As well as the usual tools (including a 'backtrack' option to allow you to change your mind about earlier decisions) there's a little map of what you've explored so far; there's a very usable inventory; and there's a 'replay' function which lets you go back to see again what people have said to you, in case your note-taking isn't up to scratch.

The manual I saw (a rough version) was pretty well-presented too. There's quite a bit of info in there about the history of the Soviet intelligence agencies and a little background on the political situation in the USSR towards the end of Gorbachev's premiership. As with so many other games, this sort of attention to detail in the manual adds greatly to the atmosphere and gives a real feel for the world that you're going to be living in.

"It draws you in to the seedy Soviet underworld"

If you look around at the world of popular books, movies and TV shows, you'll see it full of political thrillers. Spies, secret agents, intrigue, murder, cover-ups, corruption – staple fare of popular culture. But where are the games? *Floor 13* seems about the limit of it, really. So there's a massive hole in the market for this sort of thing, and this particular thing is just the sort of thing that'll nicely fill said hole. I love adventures, but the

This is probably a really famous view of Moscow across the Moskva river.

UPPERS It'll draw you into the murky world of Soviet free enterprise and black-marketeering with atmospheric graphics and characterisations. It seems extremely well researched and feels somehow 'right'.

DOWNERS It's too linear - you have to solve the problems in the order the author wants you to. There's no room for exploration or doing things your own way.

THE BOTTOM LINE

If you're an adventurer who wants to get away from monsters and magic, and doesn't fancy all the comic-book stuff of the *Monkey Islands* of this world, then this could be exactly what you've been looking for. Political thriller novels always sell well, it would seem obvious that there's quite a market for this sort of thing.

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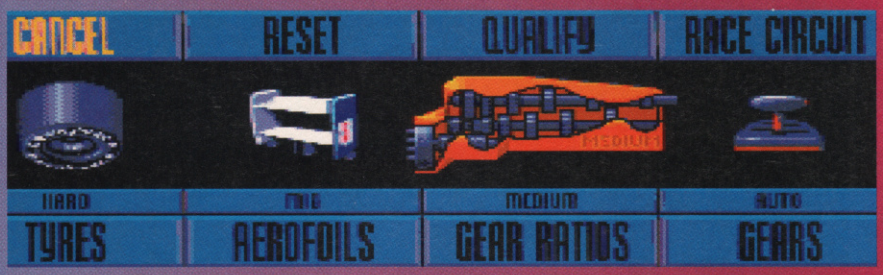


Tune your car for the to improve your performance. If you've no inclination to get bogged down in all this, the defaults will do the job.

GO ON NIGEL, GIVE US A TUNE

Game: Nigel Mansell's World Championship
Publisher: Gremlin
Authors: Damien Hibbard (code), Damon Godley (graphics), Matthew Donkin (track designer), Michael Hirst (track designer), Patrick Phelan (music and sound)
Price: £29.99
Release: Out now

Aah yes. The thrill of the race, the heart-pounding rush as you take a competitor on the inside of the chicane, the grim determination clouding your face as you zoom up the straight. We're in the motor racing world, and I love it. Now, I'll have to admit right away that I don't know a lot about this sport, but maybe there's not that much to know. I mean, isn't it just a load of people who like to drive cars very fast getting together and, er, trying to drive faster than each other? I mean, that's right, isn't it?

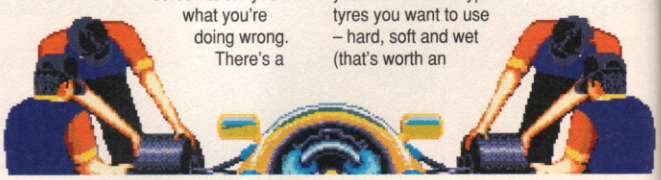
The game bears Nigel Mansell's name, and it's going to be popular because he is. It's got his picture on the front and everything. But a lot of people have been waiting to see what this game's like. Thus starts the controversy, because most people in the office who copped a look while I was playing expressed disappointment, some quite violently, and came out with some very valid reasons why it's not worth buying. Somebody chucked a copy of *Vroom* at me to prove the point, and it all started to look a bit inevitable. But then comes the big question – why did I have so much fun playing it? Why is it that I'm going to sneak it out of the office so that I can play it at home? These questions need to be answered. All right, let's talk about the game. It's a bit of a half-way house, being a cross between a simulator and an arcade game. You play Nigel Mansell, although you can change your name if you want, and you take part in the full 1992 Grand Prix season. As well as going for the full season you can also choose to race one circuit, from any of the Grand Prix tracks, in a one-off. If you're new to all this, like me, then you get a chance to practice a course without the hindrance of other cars, and there's also an option to improve your driving with Nige himself. Unfortunately, this is a bit crap. You go round the track and a picture of Nige appears on the screen to tell you what you're doing wrong. There's a track line to give you an indication of where you should be on the road, which is very handy, but Nige's comments are mainly restricted to completely obvious things like "keep on the road" and "go on, speed up". Thanks, Nigel.

"I got completely hooked on this"

This aside, you really want to get stuck into the races and start enjoying the game itself. If you're doing a single track race, you're given a choice of where you want to race first of all. The tracks aren't completely accurate representations of the real thing (for some reason the Silverstone is two years out of date, so I'm reliably told), but they're fun anyway and they all vary in difficulty and require different driving skills. The weather conditions during the race depend on where you're racing (obviously, it's not going to be anything but sunny in Mexico). Sometimes there might be some rain or threatening clouds, and all this combines to give you a lot of variety in the races you'll be running.

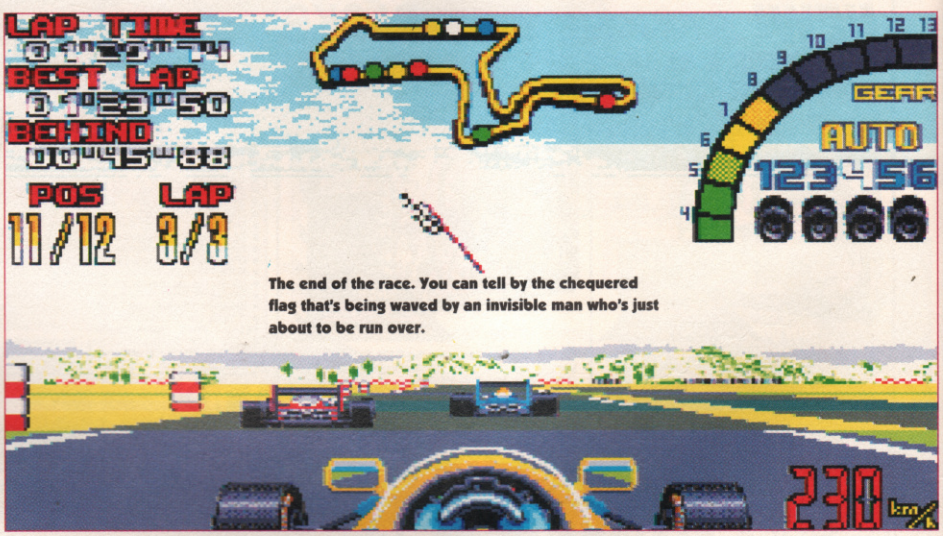
THE HITS KEEP ON COMING

Before you start you can set up your car using the Tuning Your Car option. Here you choose what type of tyres you want to use – hard, soft and wet (that's worth an



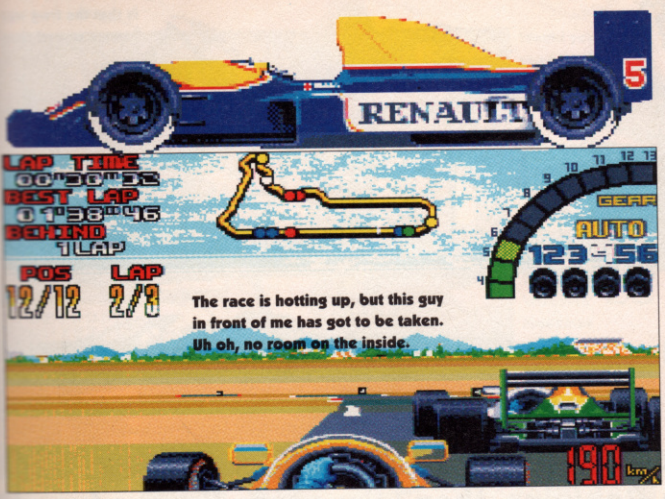
Formula One Grand Prix champions are few and far between, but Gremlin have found themselves one.

When you've chosen your track, check the weather to see what kind of tyres to use.



The end of the race. You can tell by the chequered flag that's being waved by an invisible man who's just about to be run over.

NIGEL MA
WORLD CHA



'ooer', I think). Obviously if it's raining you want to choose wet, but if the rain stops you might want to go into the pits and change them, as they wear out quicker. Soft tyres improve the grip and make cornering easier, but need changing more often (maybe twice in the race). In this section you also choose your gear ratio between low, medium and high – low gives you good acceleration but reduces the top speed, medium has a balance of speed and acceleration and high gives top speed with less acceleration. You pays your money, you makes your choice. You can choose between automatic and manual gears, but I prefer auto because you don't really want to be bothered changing gears while you're roaring round a track. But you do get more control with manual gears.

OZONE FRIENDLY AEROFOIL

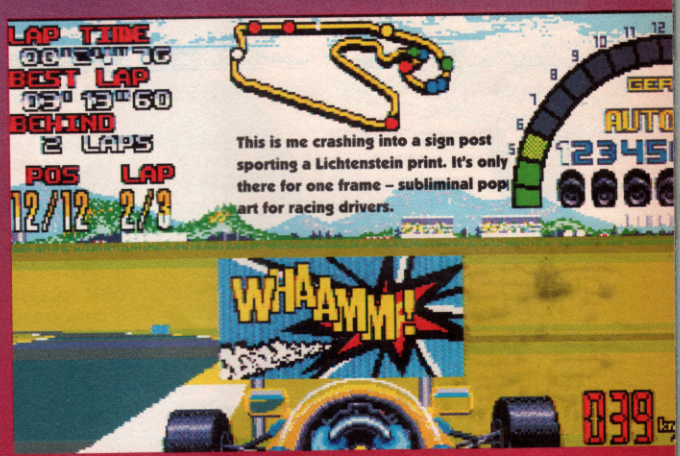
Finally you can choose how your aerofoil is positioned, which affects cornering and all that stuff. I left all these settings on default, except when the weather conditions looked a bit menacing.

Before racing you can also change the control method between mouse, joystick or keyboard. Go for the joystick, it's more exciting. While we're on control, you can also use the FreeWheel joystick. This looks like a steering wheel (actually I suppose it *is* a steering wheel) and you hold it in mid air and steer it to control your car. It's not supplied with the game, so I didn't have a chance to use it, but it undoubtedly makes you look a complete floppy brain while you're playing.

You can go straight to the race, but you won't be positioned very well on the starting grid. Instead, you can choose to qualify, where you have to do one lap and the time you take determines where you are on the grid. There are a couple of other cars which you have to avoid, but you're not actually competing against them. Once this lap is done, you're ready to go. The first thing you notice is that the graphics are rather smart. The backdrops look attractive and atmospheric, and the cars themselves are impressive. The sound effects are a bit weak though – acceleration sounds more like an electric shaver. Still, you get used to it quickly and it's good to have the sounds to give you some impression of being on the circuit. And the racing itself? Very exciting. I got completely hooked to this, mainly because after a few races you really start getting the hang of the controls and actually doing well. It's not as smooth as *Vroom*, but it looks a lot nicer, and there's more excitement generated by the Grand Prix atmosphere and the fact that you *are* Nigel Mansell. It's not as thorough a simulator as *F1GP* but it's arcade feel makes this unimportant. It's how much fun you have while playing a game that really counts, and I had loads. If you've got *Formula One Grand Prix* or *Vroom* and you're happy with those thank you very much, then you probably won't need this. But if you're looking for your first racing game, and you fancy soaking up the atmosphere of the Grand Prix, then you won't be disappointed with this game.

● *TIM TUCKER*

Tunnel – a brush with a wall makes sparks fly. Exciting stuff, huh?



ROY LICHTENSTEIN IS MY HERO

UPPERS It's exciting, good to look at, there's a lot of tracks and it's a thrill to play. I'm having fun with it, and that's always a good thing.

DOWNERS It's not got anything original to add to the genre, the sound's a bit weak and the scrolling isn't perfect.

THE BOTTOM LINE

It's not one of those games that I'm going to insist you rush out and buy. As I said, if you have one of the great racing games on the Amiga, then this isn't going to improve on it massively. But if you haven't, and you want one, this isn't a bad bet at all.

78 PERCENT

MANSELL'S CHAMPIONSHIP

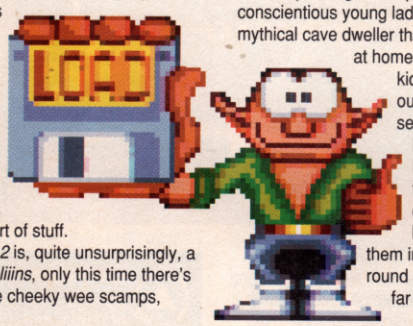
There's a correct way to handle live poultry, but this isn't it.

The interesting thing about this situation is that the frog was more scared than Fingus.

Game: Gobliins 2
Publisher: Coktel Vision
Authors: R Lacoste, E Maguet
Price: £29.99
Release: Out Now

Gobliins 2. Is that the sequel to *Gobliiins*, then? I'm sorry, I'm confused?

What with *Trolls* being reviewed a few pages back and goblins bursting forth from this spread, it seems that we're in danger here at AMIGA POWER of being inundated by mythical cute creatures that only come up to your knee. This time we're firmly back in the realms of fantasy, with wizards, kings and all that sort of stuff.



Gobliins 2 is, quite unsurprisingly, a sequel to *Gobliiins*, only this time there's only two of the cheeky wee scamps, instead of the three that were in the original. There's a gag in the two titles relating to this, but I'll leave it to you to work it out. You're put in control of Fingus and Winkle who, I imagine, are are a fairly representative cross section of the state that goblin youth culture is up to nowadays. Fingus is a polite and conscientious young lad and is the sort of mythical cave dweller that you could leave at home looking after the kids while you pop out to the movies, secure in the knowledge that he'll entertain them with stories of far-off lands before popping them in bed. He's also round and pinky, so is far more pleasing to the eye than Winkle, his partner, who's purple, pointy and an altogether different kettle of fish.

Leave Winkle baby-sitting and the chances are that you'll return home to find the remains of a raucous party littering your living room, the toilet blocked with your best duvet, and your children missing with only HP sauce stains on their cots to indicate their bewildering fate. Winkle is rude and pushy, but as many telephone salesmen and foreign language students in bus queues could tell you, this frequently is the only way to get anything accomplished.

"Funny enough to make you laugh out loud"

Together, Fingus and Winkle form the crack assault team chosen by Modemus the wise man to rescue the king's son from the clutches of the evil demon Amoniak. Personally when confronted with a huge castle guarded by monsters and harbouring a demon I'd have probably gone for a team of ninjas, or maybe get a squadron of B-52 bombers to waste the entire area while I crossed my fingers and hoped that when the dust settled there'd be substantially more of the king's son left than a small red stain on the rubble. These are the logical choices, but logic doesn't play much of a role in this game, and apart from that no one except me would want to play a game called 'Gobliins 2 – Ninja Death Force' or 'B-52 Strike Team Gobliins.'

Anyway, the king authorises this unlikely choice of rescuers and the game

GOBLIINS

HUNGRY LIKE THE GOBLIN

Winkle tries to break the ice with the locals by telling them the one about the otters and the power tools.

For reasons that will undoubtedly become clearer later on, the fat guy is jealously guarding his salami.

Fingus takes time out from all that adventuring to whistle along to his fave 'Nirvana' track.

A conspicuously empty bottle. Now what use could that be?

The punchline leaves these two old locals in a state of shock approaching catatonia.

These look a bit wilted, if only we could find something to carry some water in ...

Would you really send these two to pop down to the newsagents for a can of Tixer and the Evening Echo, let alone on a mission to rescue the king's son? The so called 'wiseman' Modemus would.

It's got poppy eyes, horribly stunted and deformed limbs, and a set of teeth that could chomp through a kitchen table in three minutes flat. The demon isn't too pleasant either.

Whinge, whinge, whine, do these royals have nothing better to do than mope about complaining about the burden of responsibility? It's no fun being poor either.

GOBLIINS 2

starts with the two troglodytic tearaways arriving in a village neighbouring the castle. Along with three other locations, the village forms the first section of the game, and contains all the clues and objects needed to get past an unfriendly giant and onwards to the castle.

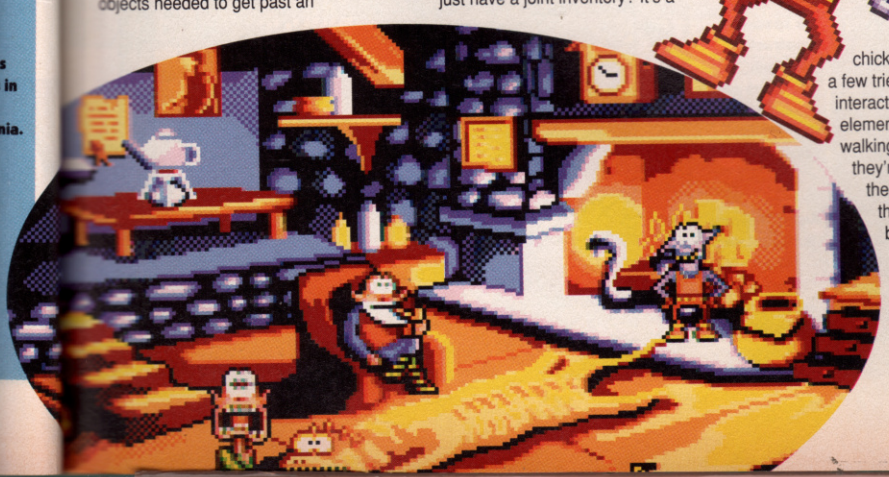
Teamwork is all important, and to complete the puzzles you need to work out which task is suited to the temperament of each goblin. Being mouse-driven, all the moving around and picking up is easily accomplished with a click or two, and a hidden menu across the top of the screen contains options such as saving, skipping locations and Jokers, which give you a few clues when you're really stuck. There's a rather pointless 'object exchange' option which allows you to swap objects between the two goblins. Why not just have a joint inventory? It's a small smooth out the gameplay, which, at certain points, really does need some smoothing.

Much of *Gobliins 2* is pure slapstick, and bits of it are funny enough to make you laugh out loud. It's real Tex Avery stuff, with dogs chomping down on fingers being followed by comical 'youch'es and the soundtrack adds greatly to the cartoon atmosphere. The characters speak in a sort of squeaky babble that I'd imagine is goblinspeak, and you get subtitles so you know what's going on. The introduction sequence where Modemus fills you in on the story is classic, with comical timing worthy of Wile E Coyote, and this high standard of graphics and humour is kept up throughout the game.

Here comes the down side. For a start there's the way that any object you can highlight on the screen is somehow relevant. I know that this is a much-used convention in games, but it means that within a minute of entering a new location you've got a rough idea of what to do. Let's see now, dog, giant, chicken, pot-hole, it'll make some sense in a few seconds. But that's another thing, sometimes it doesn't make sense at all. Take this (purely hypothetical) situation: you've got a stone, a bottle and a salami in your possession and need to beat up a chicken. What would you use? That's right, only the sausage works, even though either of the others would logically be good for a bit of poultry abuse.

"A flawed diamond of a game"

The most annoying part of the game, though, is getting Winkle and Fingus to work together. Clicking on objects starts to be an inexact science in situations requiring perfect timing. For all my attempts I couldn't get Fingus to light a match before Winkle threw the bomb, and smacking the (hypothetical) chicken while Winkle held it took a few tries. Seeing as these interactive bits are the only elements of gameplay other than walking around, it's a shame that they're so fiddly, as they expose the mechanics of the game to the player when you should be immersed in all this cartoon fun.



The chicken, the frog, and now this. Face it Fingus, Doctor Doolittle you ain't.

These points are a shame really, for this deserves to be a truly great game, and I dare say that those of you into adventure games with a sense of humour will get a greater kick out of this than I did. The points I've raised may seem small, but it's still enough to stop me giving this a colossal score. Sorry Fingus. Sorry Winkle.

● *MARK WINSTANLEY*

Now, THIS is the correct way.

UPPERS On the presentation front you can't fault it. *Gobliins 2* has a sense of fun about it that makes it enjoyable to just run the little guys around, with lively performances from the supporting cast as well as Fingus and Winkle.

DOWNERS Are involved with gameplay. Getting the goblins to perform simultaneous actions can be difficult and tiresome. A trial and error method will get you through many of the problems, some of which seemed too contrived.

THE BOTTOM LINE

A flawed diamond of a game, the visuals and soundtrack making it worthy of it's own TV slot. However the linear problem solving and gameplay glitches can often make playing it less enjoyable than watching a friend have a go.

78 PERCENT

Game: RoboSport
Publisher: Ocean
Authors: Maxis
Price: £29.99
Release: Out now

SURVIVAL OF THE HIPPEST

ROBOS

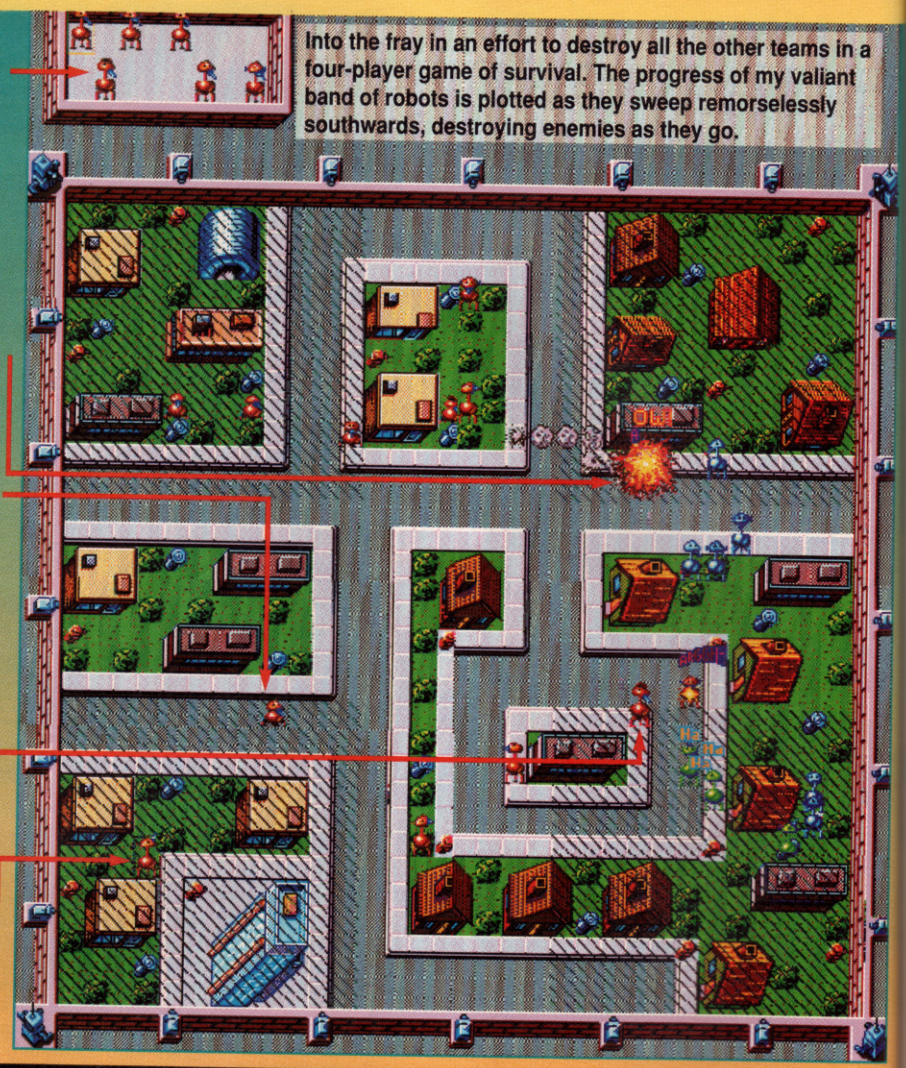
Maxis make the move away from SimSomethings and venture

Oh no, what's wrong? A game from Maxis that doesn't have the word 'Sim' in the title. Whatever can they be thinking of? *SimCity*, *SimEarth*, *SimAnt*, *SimLife*, and *SimFish* and *SimFarm* in the pipeline... You don't have to be a lexical genius to realise that *RoboSport* doesn't fit into the neat linguistic progression. Success must have addled the old corporate brain. Dear me, is nothing sacred?

"It tries to throw in a bit of humour to lighten the load"

But some things never change, and you can rest assured that the latest offering from the masters of simulation still provides enough strategy and statistics to keep you up late into the night. And as with *SimAnt*, it tries to throw in a bit of humour to lighten the laborious load. For labour you will. Despite the seductive explosions on the game's box, and the promise of a mixture of chess and guerrilla warfare (very attractive), it's all a bit of a trial to play.

The concept is easy enough to grasp. You control a bunch of robots who have to achieve certain objectives depending on the game you've chosen to play. In the simplest game you just have to wipe out the enemy, and in more advanced scenarios, you have to capture the enemy's flag, pick up treasure or rescue hostages. The game's parameters are entirely user definable, so much so that the Quick Start menu gives you a stock of pre-set scenarios to save you the bother of customising your own. You



Into the fray in an effort to destroy all the other teams in a four-player game of survival. The progress of my valiant band of robots is plotted as they sweep remorselessly southwards, destroying enemies as they go.

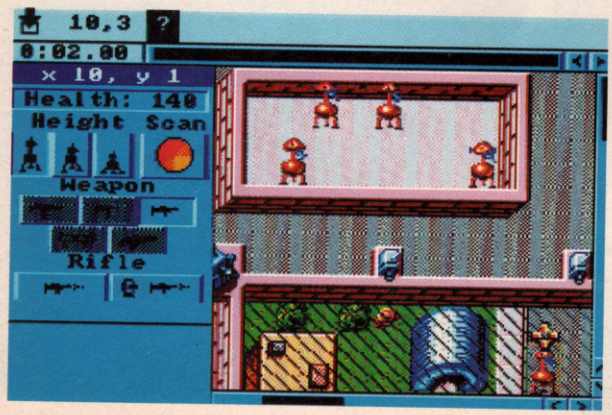
Your men start in the dock at the top, and there first move has to be into the shaded area below. Your opponents start at the side and the bottom.

Make good use of your missile-carrying robot. Give him covering fire and he can pick off one of the enemy robots with a well-aimed shot.

Crouching robots are harder to hit, but move slowly and can't climb walls.

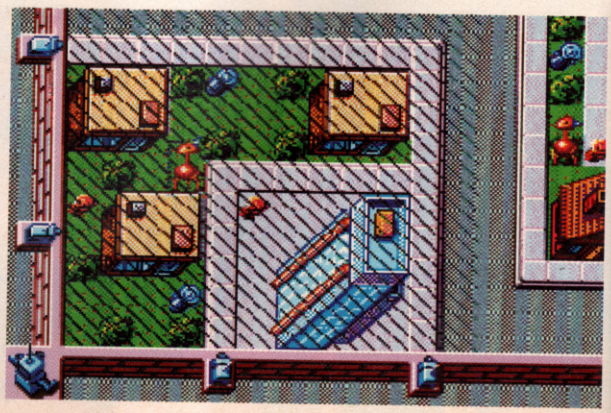
After seeing a bunch of enemy robots on the first turn, it's time to make a confident move south. Trouble is, it seems the enemy can see you coming. They can't, of course, but you can't stop that feeling of paranoia.

It's pretty quiet down this side, so this guy can sit here and wait for something to happen. Make sure he's facing the right way though.



Left: Held in the specially constructed robot pen, your team are champing at the bit and ready to go.

Right: That nice Mr Robot goes for a walk in the garden. He sees the pretty bushes and flowers and blows them up.

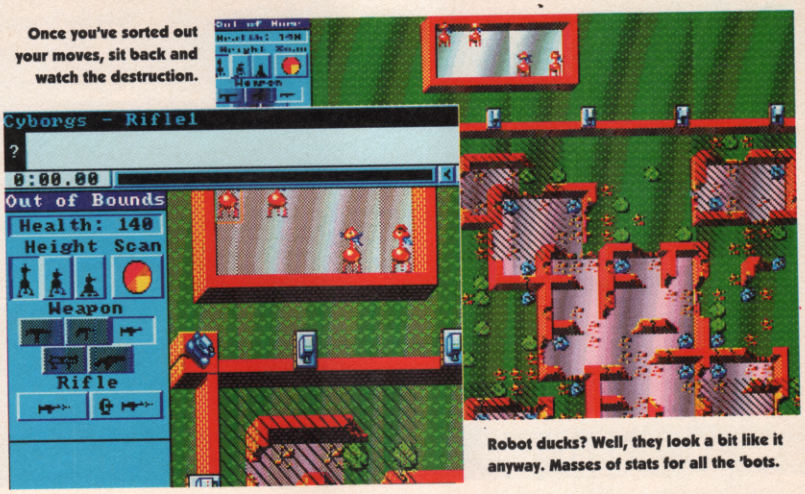


can decide which weapons you and your opponents are armed with, the type of landscape the battle is to be fought on, and the size of the playing area.

The game is turn-based, which means you give out orders, and then watch the robots carry them out. A slick point-and-click control system makes it easy to hand out commands, and because each turn is a limited length (up to 40 seconds), each robot can only be given a limited number of orders. You tell the 'bots where to move, where to look, where to fire, who to fire at, and when to duck. The computer or human opponents do the same and you sit and watch the results.

Obviously, you can't see where the enemy robots are while you're programming your team, and that's where your brilliant strategic and tactical thinking comes in. You have to guess where the enemy 'bots will move too, and set cunning traps accordingly. One of the best tactics is to hide behind a building and wait for them to walk round the corner. Not a particularly brave or exciting strategy, but effective nevertheless.

Having made all your moves, it's time to set the wheels in motion and commit your team to action. End your turn and the computer generates its moves, and the results of the combat. To see what's happened, you switch to the movie section, where the positions at the start of the turn are shown. Hit play and you see the robots perform their manoeuvres, waste the enemy and get wasted themselves. It's a peculiarly voyeuristic feeling – good attacks are played over and over again (you can even save them to disk to show your friends if they're not around), and bad mistakes are brushed under the carpet as you move swiftly on to the next round.



Once you've sorted out your moves, sit back and watch the destruction.

Robot ducks? Well, they look a bit like it anyway. Masses of stats for all the 'bots.

It's very much like *Laser Squad* really. The gameplay in both games is essentially the same – it's just the graphics and control system that are different. *RoboSport* has some neat touches, such as the sound effects that play while the moves are being generated at the end of each turn. If all's quiet, you know that nobody has come under fire, but if you start to hear crashes and screams, you know that the two teams have exchanged fire and that somebody's robots have been severely dented. This adds a bit of extra excitement when the movie starts – you know someone's going to get it in the neck, you just don't know who.

But then again, if you've paid enough attention to the stats, you should know who's going to get it. Success or failure on this battle ground depends on what type of ground you're standing on, the type of armour you have, the type of gun you're using, how far from the enemy you are, and whether you're standing, ducking or crouching. Throw all those variables into the grey matter up top, shake your head around a bit and the chances are you'll be totally nonplussed by the whole affair. But if you've got a head for figures you'll probably love it.

The main trouble with *RoboSport* is that it doesn't hang together well. There's lots of pointing, clicking and hammering at the keyboard to program your robots, then there's a pause while the moves are generated, then you have to watch a movie of the battle, and then there's another pause while you go back to the programming section. It's all so disjointed – the game just doesn't seem complete. Rather than being one coherent strategy to achieve a single objective, the game is at times reduced to being a series of one-off engagements with the main aim being to avoid being hit by enemy fire.

Ultimately it's not a particularly satisfying game to play. Sure, there are plenty of statistics and game variations, but the basic game and game structure aren't smooth enough to keep you hooked – there's no real flow to the proceedings.

The small attempts at humour are moderately engaging for a while, but it's not long before you're turning away to find either a more substantial challenge in the shape of something like *Civilization*, or some real action. *RoboSport* is trying to be the "thinking man's shoot-'em-up" and to a certain extent it succeeds. You have to think, and things definitely get shot. But that doesn't mean it's very much fun, and anyway, we've already got *Laser Squad*, *Breach 2*, *Paladin 2*...

● *RICHARD LONGHURST*

Above: Click away until you've found the perfect set of options.

Right: At the end of the game you're given a score, which depends on absolutely huge numbers of things.

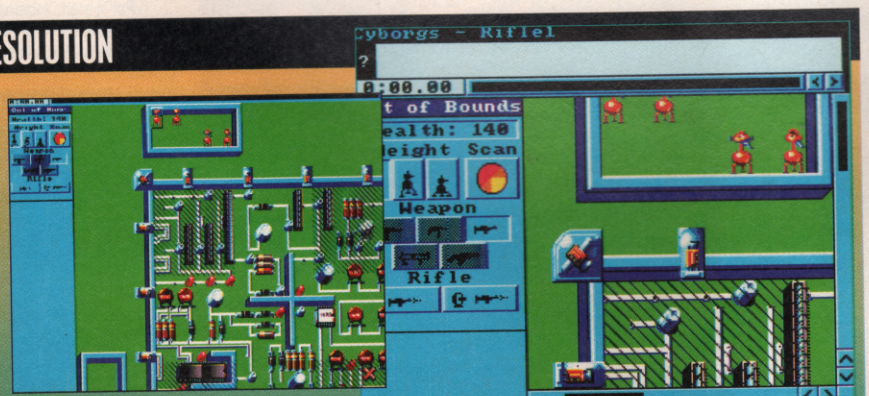
"It's very much like *Laser Squad*"

SPORT

into the murky world of weird robot strategy warfare things.

MAKE A RESOLUTION

***RoboSport* can be played in hi res mode, which makes it much easier to see what's going on and give orders to your robots. Unfortunately, it makes the picture flicker like mad on standard monitors such as our Philips.**



The same section of the map in low-res mode and you begin to see what you're missing. Much more scrolling around the map is involved in low-res, which soon becomes a real pain.

UPPERS Undoubtedly sophisticated approach to the old Laser Squad-style game. Slick control system, which is particularly good in hi-res mode.

DOWNERS There's not much new on offer and the game is much too disjointed. There's not enough to get stuck into, and the graphics are small and unimaginative.

THE BOTTOM LINE

The *Laser Squad* style game has plenty of mileage left in it, but *RoboSport* is far from the best implementation of the idea you'll ever see.

64 PERCENT

Iceland is home to an old dig site, one which Indy and Sophia worked on many years ago. Dr Bjorn Heimdall's there now, searching for the secret of Hyperborea, only he's loath to share his finding. He does provide the names of two people in the know though...

The Azores is where Indy and Sophia find the wizened Mr Felipe Costa. He's a miserable beggar, and although he's a little more receptive to Sophia's charm, he will only trade his information.

Tikal... Beyond a jungle lies a temple in the hands of Charles Sternhart, a shady fellow who claims to have translated Plato's Lost Dialogue. But first Indy has to persuade a snake to disappear. There's a natural solution. When Indy and Sophia meet Sternhart it transpires that Kerner has beaten them to it and the Nazis now have Plato's Lost Dialogue. Sternhart believes that Atlanteans were here, too. But he won't allow our heroes to check out the temple unless they can answer a question. The answer is learned parrot fashion. Inside the temple Indy discovers the tomb of an Atlantean King... and two items of treasure. Sternhart then reveals his true colours.

WHIP CRACK AWAY, WHIP CRACK AWAY, WHIP CRACK AWAY

INDIANA J
AND THE FATE O

Who's that craggy, handsome man with a whip, a leather jacket and a battered old ha

UMBER ONE IN THE INDY CHARTS

The screen layout and interface is that of a generic LucasArts Games adventure. Most of the picture is taken up by the Action Screen, where the – no! – action takes place, animated sequences are shown, dialogue is spoken and from where all objects are viewed, moved or picked up.

Indy is told what to do by combining these verbs with objects selected in the Action Screen. Appropriate verbs are highlighted when an object is selected. Objects of no significance are not described on the Sentence Line.

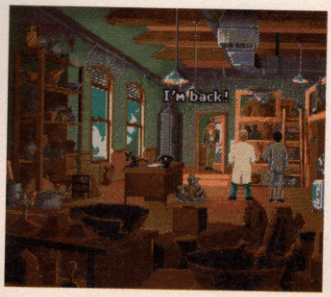
The Sentence Line shows what you are telling Indy to do.

Indy's Inventory. My, what big pockets this man must have. There's no limit to the number of objects Indy can carry, which is handy as he collects a fair few during his travels. The Inventory can be replaced by your IQ – Indy Quotient – ie, the points you have earned for solving puzzles.

Game: Indiana Jones And The Fate Of Atlantis: The Graphic Adventure
Publisher: LucasArts & US Gold
Price: £34.99
Authors: Hal Barwood & Noah Falstein (Story & Design) & The LucasArts Games Team
Release: Out Now

What a dilemma. *(Great cars, them Dilemmas. – Ed)* The one I'm in is bigger than anything Indy's ever become involved with. You see, I just can't decide how to rate his latest adventure. It's almost excellent, but it's the variable state of the 'almost' that's the problem.

For a start, *Indiana Jones And The Fate Of Atlantis: The Graphic Adventure* (hereinafter referred to as *IJATFOA: TGA*) comes on 11 disks. But before I delve any further, let me enlighten you as to Indy's



An intermission... Having traded an artifact with Costa the team are told the whereabouts of another copy of Plato's Lost Dialogue... which takes them back to search Barnett College. Meanwhile, the Nazis are busy. Kerner has returned home with his prize and the apparent power of orichalcum is unleashed: Uranium without radioactivity!

Monte Carlo is one of the next two locations to visit, regardless of the path chosen. Here Indy has to find Alain Trottier, amateur scholar, part-time poet and professional dreamer. Later in the adventure Indy ends up in a car chase around the streets of Monte Carlo.

JONES OF ATLANTIS

hat? It's Indy. He's back, back! BACK!

predicament... The Jeermans have discovered the devastating potential of an ancient mineral called orichalcum. And if they can find its source, the legendary city of Atlantis, the world will become their lobster.

This, however, is not apparent when the adventure begins. An interactive introductory and credits sequence sees Indy falling through holes a lot, but basically it all serves as a taster and almost serves to generate a film-like atmosphere.

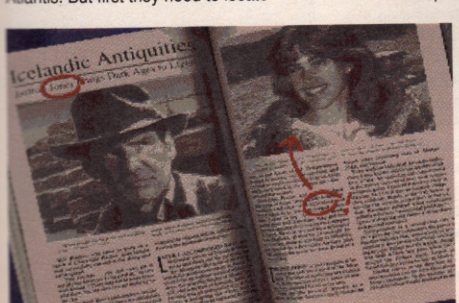
"Top notch plot with the flavour of the three films"

Indy has acquired a mysterious statue for a Mr Smith, who turns out to be a Nazi piece of work *(Ho ho ho. – Ed)* called Klaus Kerner. He hotfoots it when this is discovered. A clue then leads out intrepid hero to a former assistant, Sophia Hapgood, who now works as a psychic. She offers to help a disbelieving Indy find Atlantis. But first they need to locate Plato's Lost Dialogue which will provide clues as to Atlantis' whereabouts.

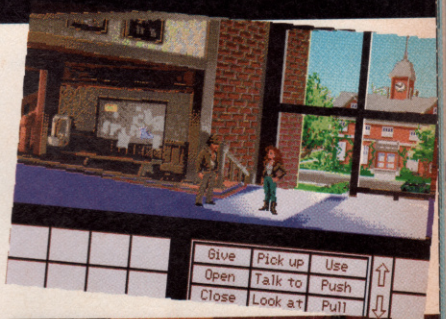
Once Indy has acquired the tome, the adventure splits into three paths: Fists, Team or Wits. These are essentially difficulty levels, though I must say I found myself completing the Wits path first and struggling with the Fists path. The locations used for each path are by and large the same with subtle differences (omissions or additions), but the problems presented are quite different.

There are times when a little role reversal is in order. Assuming the role of Indy's psychic sidekick Sophia is the only way some problems are solved, but it must be said that the sex change isn't as good as the rest of the adventure. It's a shame more wasn't made of this split personality business.

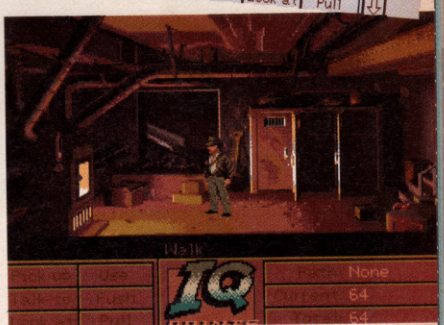
The exploration and puzzle-solving is punctuated by animated intermissions (or 'cut-scenes'), which you can skip. Sadly, you can't avoid the disk accessing or swapping, which is

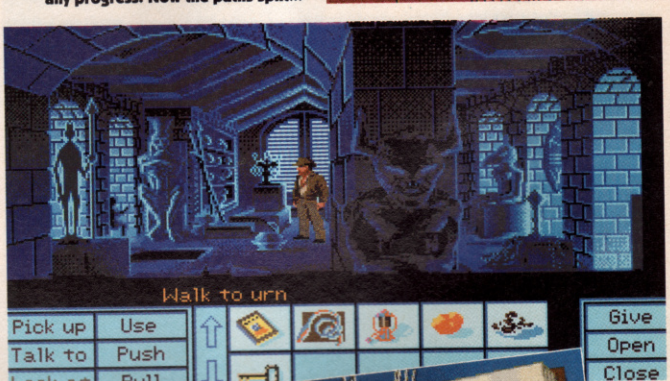


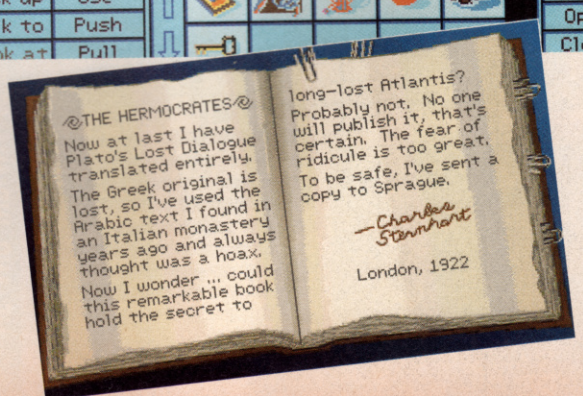
An Indy adventure wouldn't be an Indy adventure without a little globe-trotting. His quest begins at Barnett College. Atlantis is little more than a school memory.

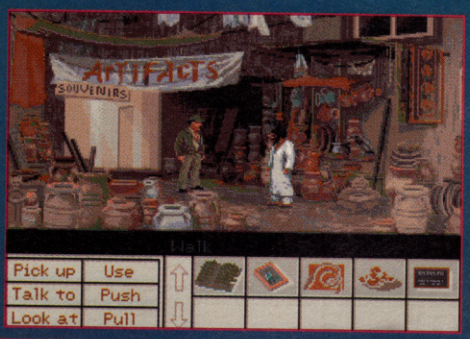


Barnett College... Plato's Lost Dialogue is here somewhere, but the location is randomly chosen each time. Indy searches for clues in the furnace room, the attic... basically all the locations shown in the introductory sequence. Eventually, the Dialogue is no longer Lost. Indy shows his find to Sophia and they realise that Atlantis is actually in the middle of the world. It seems they will also need three stone keys to make any progress. Now the paths split...



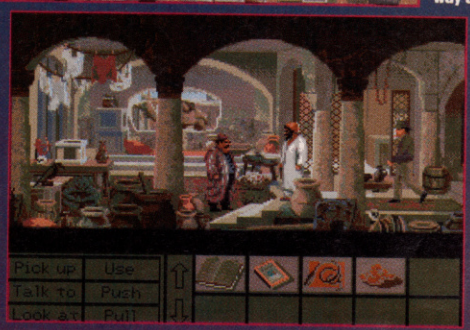




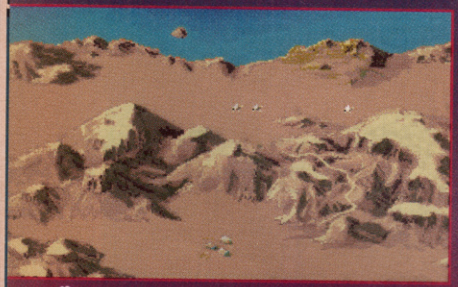


Algiers is where trader Omar Al-Jabbar lives. Indy finds Al-Jabbar's house by following his servant through the busy streets (a nice touch but it does drag on a bit though). Al-Jabbar's not all he seems, his attitude differing depending on the chosen path. From here Indy either ends up in a balloon or on the back of a camel on his way to a seemingly abandoned dig site. The dig itself is below ground and in complete darkness. Indy has to feel his way around. Another neat touch which re-occurs later in the adventure.

Thera, the Greek island, is where Indy eventually ends up after figuring out a way to escape from the dig site. While Indy's searching, the Nazis are leaving in their submarine for Crete, a possible entrance to Atlantis. How will Indy catch them up?



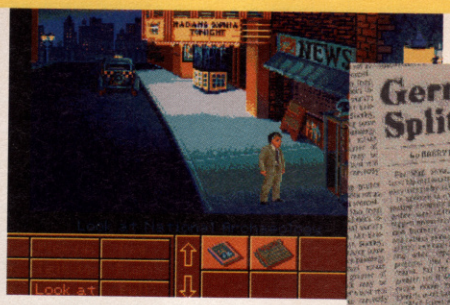
Indy eventually boards the submarine and is taken to Crete where he reaches the entrance to labyrinthian caverns once he has explored a second dig site. Atlantis can't be far away now...



The principles of talking to characters should be nothing new to anyone who's used LucasArts' SCUMM system before. A handful of replies or questions are presented and you simply take your pick. It's more often than not impossible to foul up, so you can express yourself however you feel and enjoy the witty dialogue.

The pugilism is one of Indy's most tedious – and dangerous – aspects. It's part and parcel of the Fists path though, and at least there's a Sucker Punch option for which you get no IQ points but at least you don't have to scrap.

ME AND INDIANA JONES GOT A THING GOING ON



In New York, Sophia Hapgood hosts a talk on Atlantis for interested parties, Indy among them. A bouncer bars his way at the back of the theatre (there are three methods of entering, which is nice), and a stagehand is reluctant to leave his station at the side of the stage. Bringing Sophia's show to an early close, Indy meets his match: the flame-haired girl herself. Someone searched her office, but that's not the biggest... She claims she's in contact with an Atlantean spirit called Nur-Ab-Sal(!) and proves it by demonstrating the power of orichalcum and her spooky necklace. Needless to say, Kerner was lurking there all along.

"AAAAAARRRRRGH!" to say the least. Disk requests crop up in the strangest of places. You find yourself jumping around from disk to disk just to move a single object on screen, and the story's carefully created flow and atmosphere is often destroyed.

"The character animations are smart"

SUPPRESSED URGES

The pace is a little too sloth-like at times. It takes a while to update the minor animations on the close-up scenes, and there are occasions when the action slows down to a near unbearable crawl. A pity, as most of the character animations are smart. The interface is sometimes sluggish to respond, too, and often the urge to explore and experiment is suppressed as you don't feel inspired to spend the time trudging around, swapping disks.

The scenery is rarely as attractive as *Monkey Island II*'s, and the LucasArts' scrolling is as shoddy as it's ever been. Sound-wise there's little to write home about. This iMUSE system certainly doesn't work on the Amiga. Here, the soundtrack is always ill-fitting – even the familiar Indy theme tune seems out of place. Surprisingly, there are virtually no spot effects to accompany the action. A compromise was obviously made there.

There are some divvy inconsistencies – I stroked my beard with disbelief when I wasn't allowed to knock a book down with Indy's whip. A few of the solutions are a little too hit and miss for my liking, but the satisfaction of solving most of the others is ample compensation. And if I was being supremely pedantic, I would say that the dialogue is not entirely convincing but it's good enough. *IJATFOA:TGA* is a more well-rounded adventure than Monkey Island II, and that's saying something. Hell, I'd even go so far as to say that it's simply the best adventure of its type available on any format. Well, I can if you have a hard drive, but, to be honest, everyone else had best think twice before shelling out. There, problem solved.

● *GARY PENN*

UPPERS Top-notch plot with the flavour of the three films to savour. The atmosphere's occasionally richer than Steven Spielberg. There are plenty of perky puzzles with satisfying solutions, and comic touches and animations abound throughout, but in a far drier vein than the *Monkey Island* series.

DOWNERS Hard drive owners have little to fear, but for everyone else, ie, the majority of us, the disk accessing is a total bummer.

THE BOTTOM LINE

While falling short (very in certain floppy instances) of perfect, *Indy* just goes to show that the graphic adventure is improving in leaps and bounds. The best yet but also the worst as far as floppy disk-based execution is concerned.

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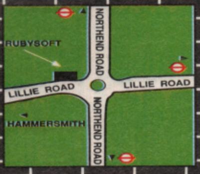

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11 March 1992 *Mega lo Mania II* – diary of a game. Platform games buyers guide. Reviews of *Harlequin, John Madden, Shadowlands.*
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12 April 1992 Giant Psygnosis preview feature, beat-'em-up guide. Reviewed: *Parasol Stars, Titus The Fox, Vroom .*
Double disk: *Titus The Fox, Project X*, plus *Rome* (one meg only).

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Double disk: Demos of *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992 Footy games preview, joystick guide. Reviewed: *Fire & Ice, Addams, Eye Of The Beholder II, Pushover.*
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15 July 1992 Reviews! *Wizkid, Sensible Soccer, Monkey Island 2, Lure of the Temptress* and (of course) much more.
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19 November 1992 Industry giants tell us how far the Amiga can go. Mindscape tell all too. Reviewed: *Assassin, Pool, Doodlebug,* and *Rome AD 92.*
On the disk: *Doodlebug* and *Metamorphosis.*

20 December 1992 Readers' Top 100. 1993 games revealed. Reviewed: *Road Rash, BC Kid, Pinball Fantasies, Kyrandia.*
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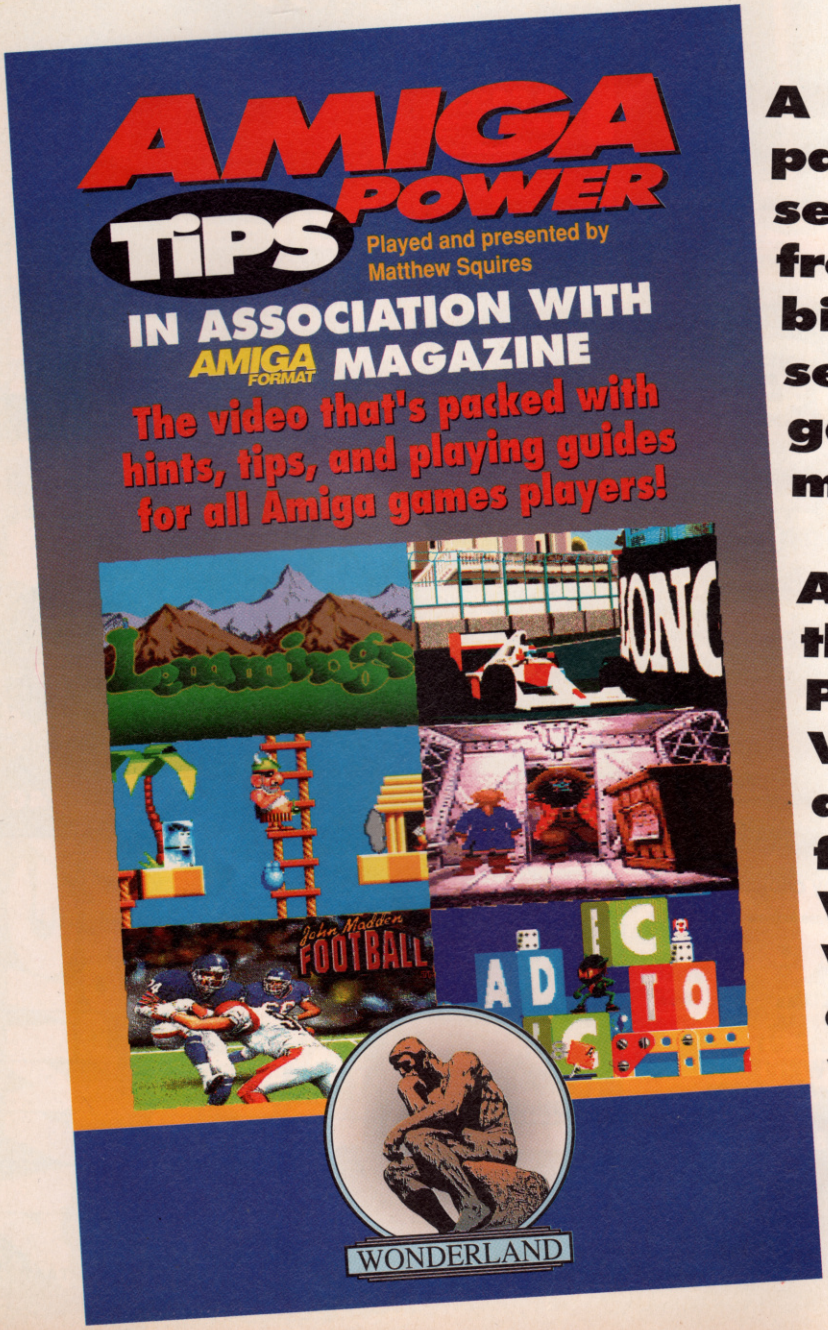

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COMPLETE control

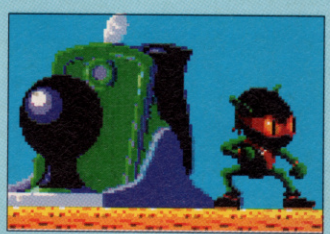
Jonathan Davies is back with another tip-fest. This month he's even taller than usual – it must be the water.

ZOOL
(Gremlin Graphics)

Alan R Mitchell of Durham, along with one or two (hem hem) other people, has pointed out that typing 'GOLDFISH' on the title screen accesses a cheat mode. You can then press F1 to F6 to skip from world to world. Additionally, press 1 to make yourself invincible, 2 to skip to the next level, 3 to jump to the same level in the next world, and 4 to, er, kill yourself.

But that's not all. Rather fabulously, there's a secret shoot-'em-up section on level 2-1. It's been brought to our attention by Andy Peters of Hull. To get to it, you'll need to get past the first two crumbling platforms with spikes underneath. Just after the second one, if you drop down to the floor next to the spikes you'll see a platform above your head and to the right a bit. Jump up into the corner underneath and viola! [sic]

On level 2-2, adds Simon Geary of Glasgow, the sequence for the piano is Red, Yellow, Light Blue, Dark Blue.



There are about 10,000 different known species of ant. Few of them wear masks.

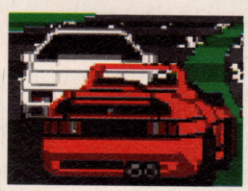
LOTUS III
(Gremlin Graphics)

More codes (rats!), this time from Colin Gray of

Easy Level
1 PWRWUWHNM-30
2 XMQIYSKAS-80
3 UVQSNPBCM-70
4 CWVBQPCAV-50
5 SFXUXXXXP-60
6 HSYWYSKGC-50
7 IVVEMMKOZ-50

Medium Level
1 ANNSMQLPN-60
2 VSVDOPHCY-50
3 RTLMYJKHB-60
4 ERRURV——67
5 NSSSXXXXS-60
6 WSVUQPCSJ-70
7 OUNDEFACG-99
8 GXWDYPACV-68
9 BZ-ZF-BAT-90
10 LWNJWKACN-90

Hard Level
1 IYVVNVEQR-35
2 KAZZNIKAI-45
3 FGQLJGDAF-65
4 MFFSRPYDU-60
5 PLQTZQDPE-80
6 ZKZGKJKKK-50
7 TGGJGGTTT-63
8 AFZYBQCJT-70
9 JBOUKJHKA-99
10 DASICOTET-80
11 XDNVSEECE-85
12 QDSCJVEBT-75
13 SKGYXXXXK-57
14 YKGJWVNAK-92
15 WJMEGMEQH-60



One species of lotus was used by the Greeks to make bread.

ACTION REPLAY POKES

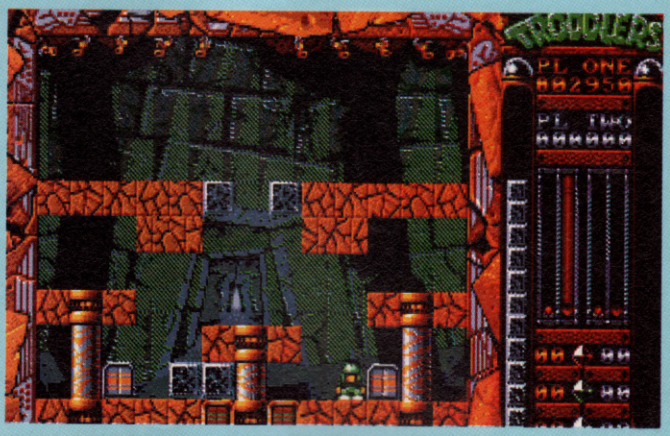
To get these to work, you're probably best off taking a gander at the manual that came with your Action Replay cart.

Bubble Bobble C091EE infinite lives
CJ's Elephant Antics TFD 1EC71 infinite lives
Laser Squad 12AA5,XX no. of credits for weapons,
Mousetrap C07B2F infinite lives
Ninja Warriors 1967D,XX no. of shurikens per life, 19A09,XX no. of credits
Pegasus 022B6B infinite lives
Plotting 5FAD,63 99 zapper blocks per life player 1, 5FCB1,63 same for player 2
Rainbow Islands E337 infinite lives
Space Blob C1C47F infinite lives
Zool 01A003 infinite lives

Thanks for these go to Joyce Heeld of Birmingham (sorry you couldn't get those tips to work) and Carl Surry of Barnet.

TRODDLERS
(Storm)

John Chapman of Liverpool very kindly sent us hundreds and hundreds of *Troddlers* codes. But you don't want to see them all, of course. You do? (Grit teeth.) Okay...



The Palaeolithic (Old Stone Age) was about 5000 years ago. Many humans lived in caves.

1 PREMIER
2 BUILDIT
3 NOSWEAT
4 PYRAMID
5 CLEAROUT
6 SPHINX
7 QUARET
8 CENTRIN
9 REDGEMS
10 CROSSED
11 SKIPAROUND
12 PACKEDUP
13 PILLARS
14 BZZZZZ
15 FIVEROWS
16 TIGHTTIME
17 EASYONE
18 TWOTRIBES
19 DONTMIX
20 HELPEMOUT
21 MEANONES
22 NOPROBLEMS
23 TREASURES
24 STOREROOM
25 UPANDDOWN
26 TECHNO
27 ONEONONE
28 SIXROOMS
29 THETOWER
30 GOFORHEART
31 NEWTHING
32 BOULERO
33 CRUELWORLD
34 CRUELCUBES
35 SLIPNSLIDE
36 KEYX
37 GOLDCROSS
38 STONEM
39 HARDROUND
40 FIRSTGUNS
41 CROSSFIRE
42 RUNFORIT
43 NORULES
44 NOFARWALL
45 RUNAROUND
46 BADBIRD
47 COVERTHEM
48 SAVEBLOCKS
49 GLAMOUR
50 HACKBACK
51 ALOTTODO
52 UPSIDEOUT
53 DROPEMIN
54 POSSIBLE
55 CLOSEUP
56 FOOLSRUN
57 JEWELPUSH (gasp...)
58 GUIDETRY
59 WOTAWSGO
60 LOOSEM
61 YOURSOR
62 SACRIFICE
63 BOOMPARADE
64 WAITFORIT
65 ROCKBLAST
66 NOWASTEALL
67 FROMABOVE
68 SMASHHITS
69 CRUSHRUSH
70 FIRSTFIRE
71 BURNOUT
72 RUMBLEHOT
73 COCKTAIL
74 BUGGINHARD
75 MOREFUN
76 SPINAROUND
77 LETITOUT
78 ALLABOUT
79 BOUNCEIT
80 RAINDROPS
81 FIREANDICE
82 SLOWBURN
83 STALLEM
84 BADBOMBS
85 SOLOMAN
86 HELLSDITCH
87 FIRSTFIRST
88 GOODLUCK
89 TIMEHUNTER
90 NODELAY
91 NOPULLPLUG
92 GUNZONE
93 BELTZENRUN
94 BRIDGEMIN
95 FALLOUT
96 COLOURUN
97 AUTOFIRE
98 SWEATHEART
99 HEAVYDUTY
100 TWEAKY

11. BACK AT THE HOTEL

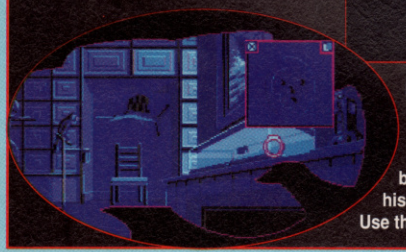
Oops. Last month we forgot to tell you to take the scapel from Doc's lab. Go back and get then, then read on. Recover the remains of the broken vial in the glass. Take the lapel pins from the floor and the box of chocolates from the coffee table. Leave the room and go down to the hotel lobby. Here you'll meet the commisioner. Answer all his questions – don't lie about anything except the death of Jeffrey Miller. Don't say anything to him about the vials you found in the lab. Finally tell him that you will only deal with Miller's son, Kenneth. When the commisioner leaves, pick up the small piece of paper. Find the corner which is missing in the girlie magazine and replace it with the piece of paper you've just found. You now have the telephone number for Lou Dale. Return to the hotel room and telephone Lou Dale.

13. THE KITCHEN

Put on your surgeon's mask, and turn on the tap. Take the dish cloth and wet it with water. Now go to the cupboards and find the basin. Take it. Open the top cupboard with the dustbin. The glass will fall into the dustbin. Be very careful in this section. you don't want to give yourself away after getting this far. Get the bottle of bleach and pour it into the basin. Use the basin to mix the bleach, with the washing powder and the caustic soda. It's nasty smelling stuff, so be careful you don't damage yourself. Open the service hatch as wide as you can and place the basin in it. Block the space with the help of the wet dish cloth. Deliver it to Lou.

15. VILLA MOLIERE

Give Kenneth the drugged chocolates. When he's out cold take the ring on his finger. Now go to the sitting room. Take a cigar from the parrot and put it in the pirate's mouth. Switch on the aquarium. Find the shell and give it some plankton. Take the fish net and use it to fish out the pearl. Find the band on the pirate and put the pearl in his eye. Look for the print on the statue. Use the hallmark of the ring on it.



16. VILLA VIZCAYA

Here you come up against the commissioner again. Answer all his questions, but give him inoffensive replies. Go to the bathroom and take the syringe from the dustbin. Fill it with formol from the glass jar. Now, you need to find the opening mechanism of the secret wardrobe. Fill the atomiser you find in the wardrobe with the syringe. Once that's done return to the living room. Neutralize the commissioner with the formol. Leave the living room and go into the adjoining room. Take the magazine and make a note of the publication month. Next look at the torch under the microscope. Press the corner of the painting. Now go to the zodiac wheel and start the mechanism. Choose the sign corresponding to, two months before the publication month this just happens to coincide with the evil Doc's birthday. Ignore the date on

Matt Squires concludes our three part Fascination Tips with a lethal mix of

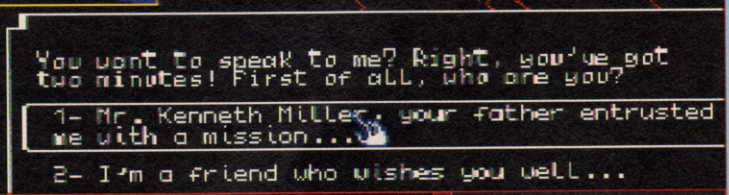
FASCIN

12. LOU DALE'S STUDIO

As you approach the studio you'll see a car. Click on it and take the 10 dollar bill from the base of the windscreen. Go to the service door – it's locked and the key is in the lock on the other side. So first ake the newspaper from the dustbin – it seems an old friend of yours is up to no good. Slide the photographs you picked up in the lab under the door. Use the scalpel on the lock which will drop the key on the other side of the door. Pull the folder to get the key.Use the key to open the door and enter into the kitchen.

14. THE NIGHTCLUB

Take the newspaper from the dustbin and then give the guard the lapel pins and the 10 dollar bill. Your next job is to convince Kenneth Miller about the vials and everything his father told you on the microcassette, but don't tell him anything important . Simply try to please him.



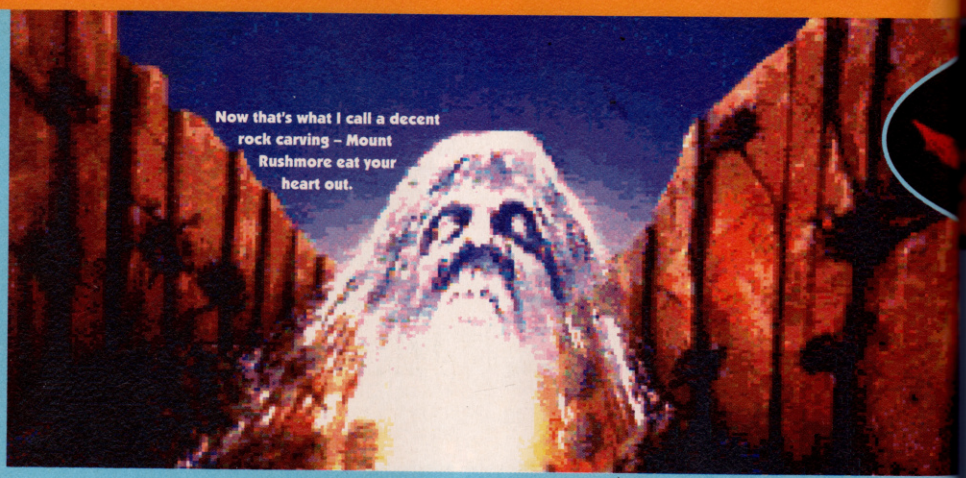
Kenneth's ring. Now it's time to try out your musical talents. Compose the melody of the torch on the organ, noting that A is la, B is si, C is do, D is re, E is mi, F is fa, G is sol, and + is flat. To put all this complex information into perspective let's use the following example. Let's say that if the publication month is April, then two months previous is February. So the sign is Aquarius. If the message on the lamp is BAD+GE you will have to play si-la-re flat-sol-mi.

17. PRISON

After all that you find yourself in prison. Take the lighter in the prisoner's pocket. Place the magazines on the table – you need at least five. Burn the magazines. the fire detector will go off and the door will open. And that's all there is to it. Now wasn't that fun. Keep watching AMIGA POWER for news of a possible sequel.

bleach, washing powder, and caustic soder – confused? Then read on.

NATION



SHADO
THE BEA

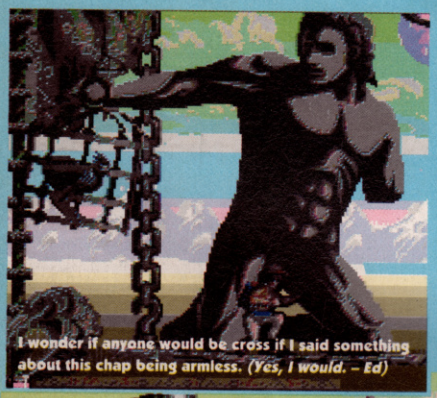
By now, you should have managed to work your way through to the end of level two. So now Les Ellis, the kindill

In the final part of our complete solution we take you through the caves of Bidhur to Nosthomak and the final confrontation with Maletoth.

LEVEL THREE – CAVES OF BIDHUR

Run to the right until you make it past the two monsters standing on the bridge and then jump up and shoot them from behind (brave man). Move to the right and you'll come to a springy branch. Jump on it and stand as far right as you can but face left. Jump up the branches and shoot the nest and the four birds that come out of it. Run right and jump off the edge. Now go right until you see a table. Shoot the left leg and jump over it to shoot the right leg. You should now have a pivoted plank, if not then it's time for suicide because you'll have to start over. Shoot the head that is in the rocks, basically because it is annoying you, and you need it a bit later. Push the plank to the left as far as it'll go and climb up the ladder. Run off to the ledge to the right again and you'll fall onto the right side of the plank. The head that you blasted will fly up and hit the cage with the bird in it.

The bird will now come down to you. Stand in front of it to the right and press the fire button. You will now mount the bird. *(Yi-har, ride that bird. – Ed)* Fly diagonally up until you see a column of metal balls and some adjustable runners. Go to the runners and shoot them until they're in line to direct the balls into the top cave. Now go back to the balls and release the first three. Then go back and set the runners to direct the balls into the bottom cave and release all the remaining balls. Fly down to the ground and find the shaft. Fly straight down it and go right. You'll be attacked by a load of fire-breathing birds so blast away at them until one of them drops a hammer. Get it and fly back up to the top cave.


I wonder if anyone would be cross if I said something about this chap being armless. *(Yes, I would. – Ed)*

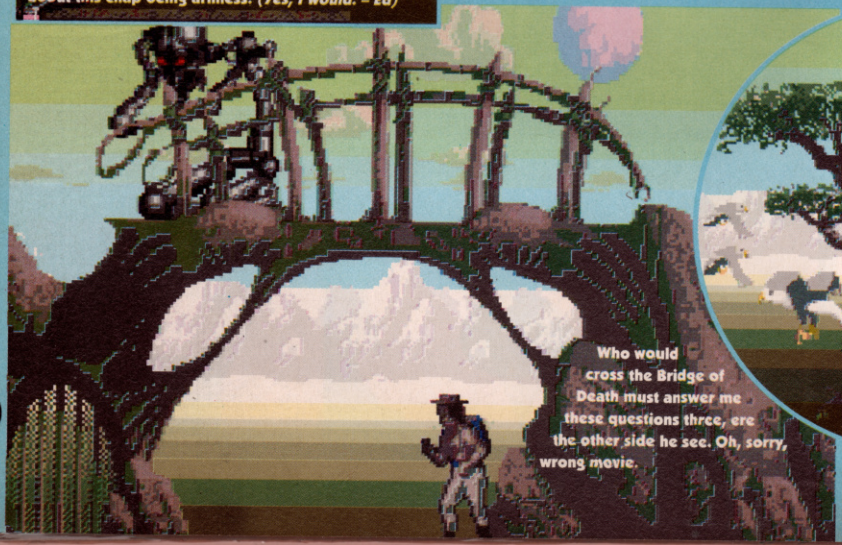
Get off the bird and go through the gap. You'll have to dodge a block that falls down just at the exit. Here comes a tricky bit. Change your weapon to the hammer and push one of the metal balls to the left of the pit. Shoot the slab so that it moves over the ball and move the slab to the right by putting balls under it to keep it going. If you mess it up you have to kill yourself and try again. When a ball is free at the back, put it at the front. Keep going, it's easy when you know how. When you reach the other side of the pit keep throwing hammers at the block until it won't move any further.

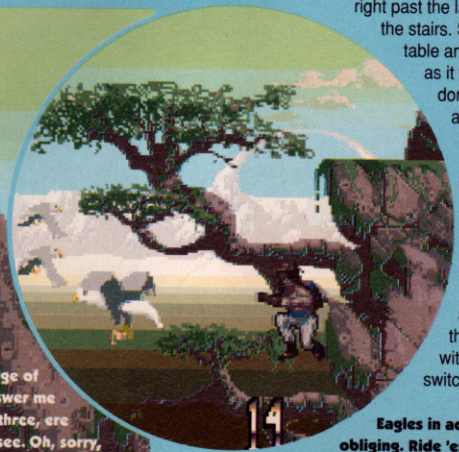
Now change your weapon back to the throwing stars and use the slab as a step to reach that higher platform. Head to the right and when you come face to face with a monster. Kill it by shooting it in the eye several times. When he dies go right and get the empty glass flask from the lab. Now go all the way back to the bird that you left at the cave opening and get back on it. Fly down to the bottom cave (not down the shaft) and fly past the bouncing balls to the edge of the red lake. Get off the bird and select the flask. Jump into the middle of the lake and press fire to fill the flask. Voila, level complete.

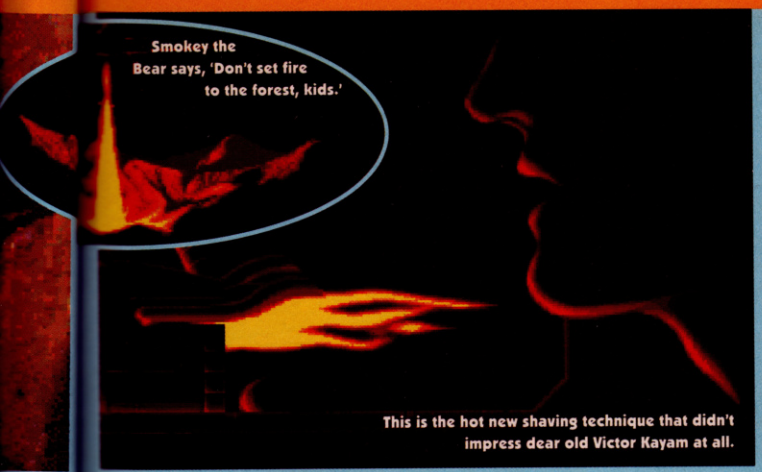
LEVEL FOUR – NOSTHOMAK

As usual run to the right from the start and (not as usual) shoot the flame-thrower while ducking under the flames, it'll take a few hits but you'll get it in the end. Run right past the large steel ball and go down the stairs. Shoot the left leg off the table and push it as far to the right as it will go but make sure you don't fall off the ledge. Blast away at the bats and push the bookcase left until it's just before the library sign. Now climb up the ladder and jump on top of the bookcase. One more jump and you can collect the hammer.

Climb up the ladder and go back up the stairs to the steel ball. Shoot it twice with your throwing stars and switch weapons to the hammer.


Who would cross the Bridge of Death must answer me these questions three, ere the other side he see. Oh, sorry, wrong movie.


Eagles in adventures are always so obliging. Ride 'em, cowboy.



This is the hot new shaving technique that didn't impress dear old Victor Kayam at all.

OW OF AST III

kindly will show you how to finish the game.

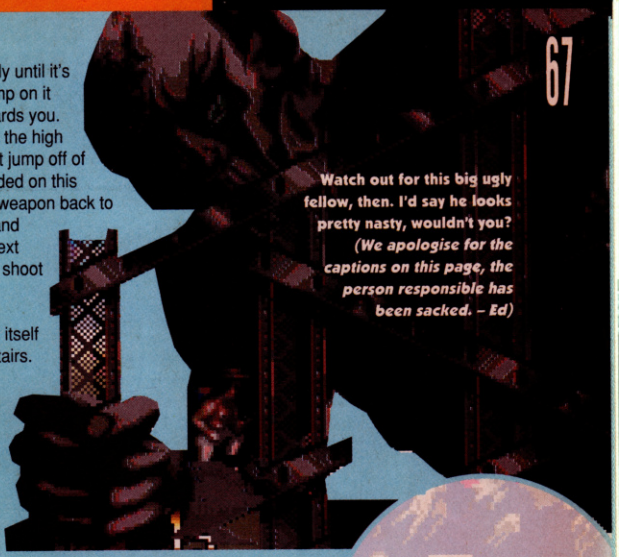
Shoot the ball rapidly until it's at full swing and jump on it when it comes towards you. When you get up to the high platform on the right jump off of it. When you've landed on this ledge change your weapon back to the throwing stars and shoot the ball the next time it appears, but shoot it when it is at the highest point of its swing. It will detach itself and roll down the stairs.

Now run right past the sliding puzzle, which you don't have to do, and go down the ladder into the crane booth. Pick up the small fish at the bottom of the top left tank and feed it to the top fish in the third tank. Then pick up the top fish in tank three after it has eaten the small fish and feed it to the fish in tank one. Now take this fish and feed it to the fish in tank three. Now take this one and feed it to the shark in tank two. The small shark is the only one of the fish that will not harm you. Move to the exit box and press fire.

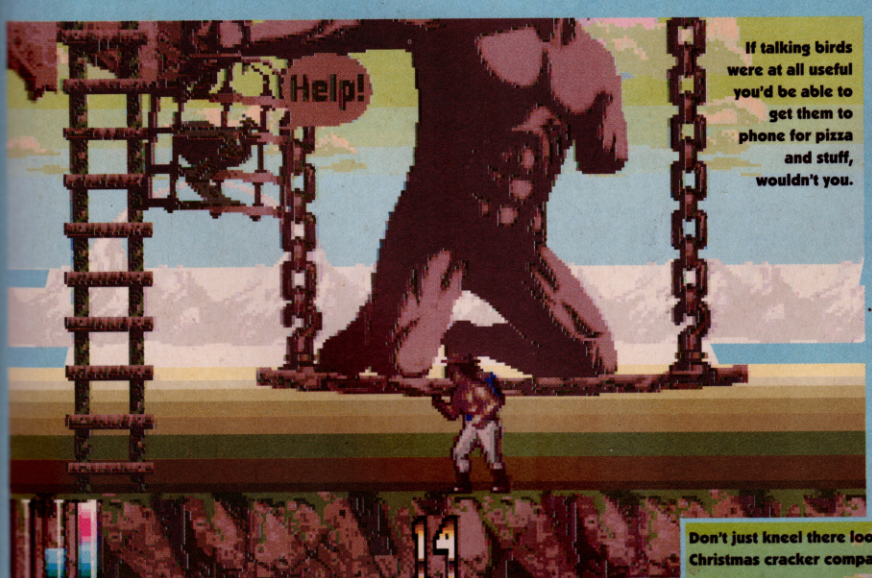
Now climb up the ladder and run through the tanks taking care not to hit a spike. Climb down the ladder after tank three and fall down the drop to the right. Jump over the ball and climb down the next ladder. Run to the right and jump over the small pit and then jump onto the ledge. Then shoot the switch to turn the furnace on and stand next to it. Select the hammers and keep shooting the furnace until it stops moving. Change your weapon back to the throwing stars and shoot the spikes that are hanging from a chain in the ceiling to the right. Shoot them twice and change the weapons back to the hammer.

Jump up and fire the hammers at the spikes until they're at full swing. Then change back to the throwing stars and shoot the spikes when they're at the highest point of their swing to the left. They will then fall down and form a plug in the shallow pit. Go left and climb up the ladder. Jump over the large ball and push it to the right until it falls into the furnace. Now run to the right and jump on the small platform next to the furnace switch. When the block of ice starts melting to the point where the top is just below the platform you're standing on, and immediately jump on the ledge to the right. Hitting the switch on the wall will turn off the force field below you.

When the molten metal has cooled drop down from the platform. Collect the crystal on the floor and go right until you are under the crystal which is embedded in the next block of ice. Keep shooting the ice until it shatters, throwing stars will do the trick, and catch the second crystal. You are now set for the final confrontation.


Watch out for this big ugly fellow, then. I'd say he looks pretty nasty, wouldn't you? *(We apologise for the captions on this page, the person responsible has been sacked. – Ed)*

Pole vaulting's all very well, but we've got a game to finish.



If talking birds were at all useful you'd be able to get them to phone for pizza and stuff, wouldn't you.

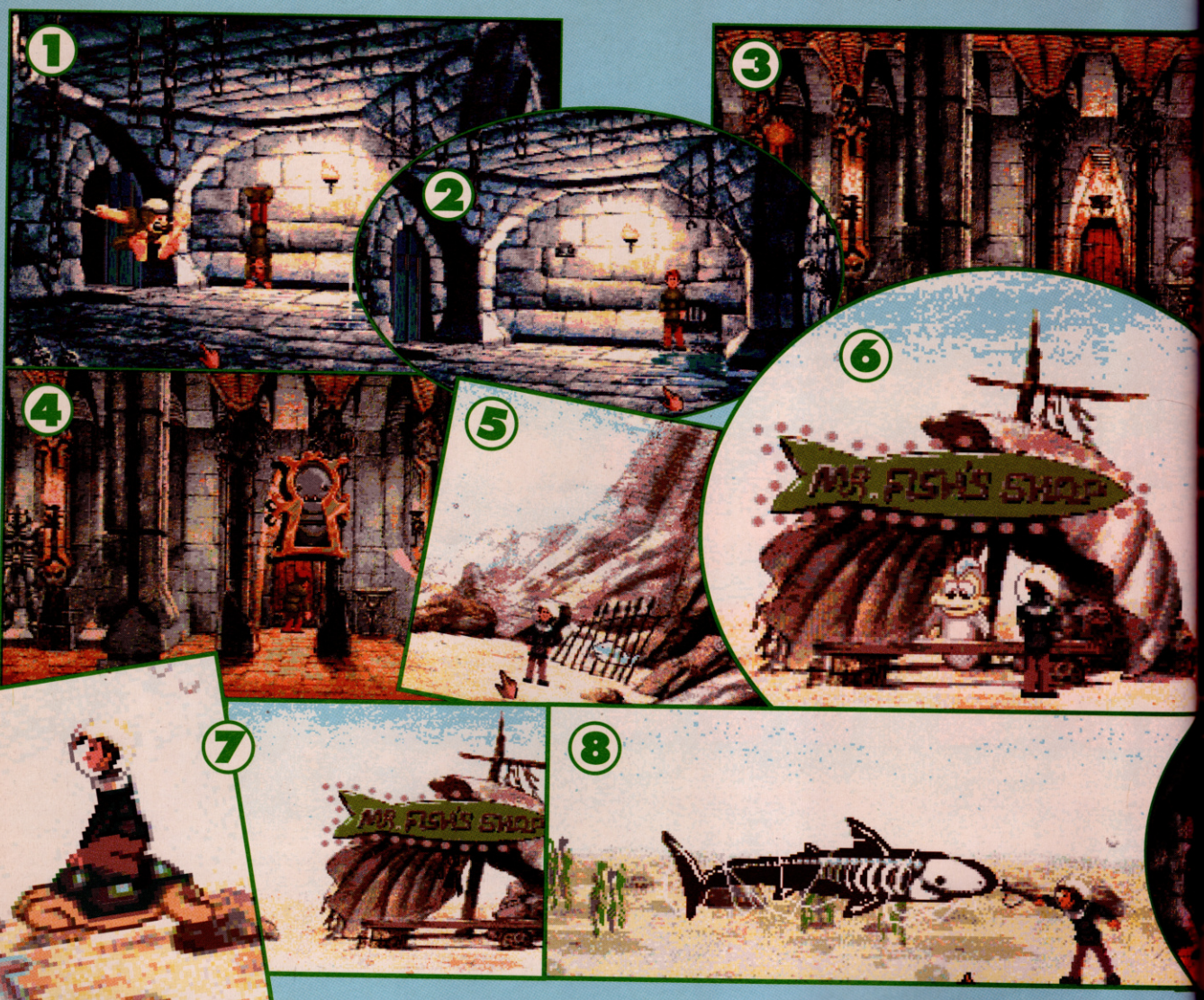
THE FINAL CONFLICT

Run and jump onto the platforms. When Maletoth makes his appearance fire rapidly and repeatedly at his head.

Take a tip and change platforms every time he goes past you. Try to destroy him as quickly as possible, but then again, you didn't really need me to tell you that, did you?

By a curious trick of the light, it looks as if you're hanging from that rock by a rope.

Don't just kneel there looking at your Christmas cracker compass, get on with it.



CURSE OF E

Getting a bit stuck in Core Design's groovy new adventure game? New AP boy Tim

1 DUNGEON: You're hanging upside down from a wall in a dungeon. Call "help" and the guard will rush in, have a bit of a fit on you, and in the process drop a key. Pick up the key and unlock the chains you're hanging from. Go to the pillar in the bottom right hand corner and pick up the coin. Go to **2** the back wall where the water is dripping and pull the mortar. A paper clip falls out – pick it up and go over to the door. Use the paper clip to pick the lock and get out of the dungeon.

3 CORRIDOR: See that goldfish bowl on the table at the start of the corridor – you want to take that, you'll need it later. Go to the **4** door next to it and look through the keyhole (spooky, eh?). The monster in the corridor disappears, enabling you to get past. Start going down the corridor, but watch for the statues' mallets trying to whack you, and avoid the monster who returns to give you some grief. Stop just before each statue and move after it's landed a blow. On your way you want to collect all the gems; there's one between the first two statues and another to the right of the large table in the middle of the corridor. Pick up the coin from the top of the table. Take the gem just before the second statue past the large table, another on the wall before the last statue and yet another behind the block at the end of the corridor. You made it! Go through the door at the end of the corridor.

5 LAKEBED: Put the goldfish bowl on your head – this will stop you from drowning. Pull the stuck fish free from those bars right by you – a good deed is often rewarded. Take the coin from behind the rock at the bottom right of the screen for some more money. Walk on a little bit and you'll see a patch of mud on the ocean bed. Look at it, then take the worm that's lying in it. Go up to **6** the fishy shopkeeper, give him the worm and in exchange you'll get a supply of oxygen to fill up the goldfish bowl and keep you going down there. Move on a bit and you'll come to the electric eels. This is where your good deed is rewarded, as the stuck fish you freed comes back **7** and drops an oyster. Now, fortunately this seems to be just what the turtle who's circling you wants, so give it to him and he'll rather nicely take you over the electric eels.

8 Once you're over, pick up the cattle prod that somehow found its way to the bottom of the water and when the shark comes near you attack him with the cattle prod. Keep doing this and walk left **9** towards the giant clam. When the clam is closed jump over it. Go left (young man) and insert the cattle prod in the plughole. You will be sucked down.

POOL ROOM: You're at the edge of a lake by the start

PATHETIC?

Then you need...

THE LAST RESORT

with Jonathan Davies

When all seems lost, when the darkness of despair descends upon you and your candle of hope is all but extinguished, Jonathan Davies will be there for you...

This is the bit where I waffle on for a few lines about how you're meant to write in to me with your game-playing questions, and I'll help out if I can, but the chances are I'll have to farm your problem out to the AMIGA POWER readership (who seem to know the answers to *everything*) and hope someone'll write in. I can't see the point of it, quite honestly, and I may well stop doing it after this month. (The introduction bit, not The Last Resort. Although...)

FANTASY WORLD DIZZY

Q "I can't get past the broken bridge or the dragon just after the Snap Happy Gator. I've had the game for over eight months."
SY, Worthing

LOOSE ENDS

As you've probably realised by now, I'm not too hot at this 'answering questions' business. I can only apologise, and beg anyone who can help with the following problems to do so.

Q "I'm stuck on WIZKID. How do you finish levels two and three to get the number of kittens needed?"
Oliver Smith

Q "How do you get to level five of WIZKID? How do you get a kitten on round four without jumping to level seven? What do you do with a herring?"
Faron Smith, Sunderland

Q "In ZORK I, how do you get into Hades? I've tried the bell, the book and the candles, but the candles keep getting vapourised. Help!"
Christopher Powell, Ipswich

Q "I can't get anywhere in DUNE. Has anyone got any tips, or a cheat?"
Jamie Whittaker, Rugby

Q "On DUNGEON QUEST, how do you get into the castle? I've been into the village and got the coin to give to the boat man. I can get to the castle, but then I can't get in. Help!"
Darren Knight, Kettering

Q "How do I complete taxing level seven on LEMMINGS?"
D Bowman, Darlington

Q "I can't get past the FBI agents on the beach in LEISURE SUIT LARRY II. (I've already changed my hairstyle.)"
Eddie Mendoza, Holywell

Q "Where's the guardian at the end of level three on FIRST SAMURAI?"
Justin Robinson, Warwick

Q "In FUTURE WARS I can't find a way to get out of the building at the start. I've soaked my boss but that's as far as I can get. Crap, eh?"
Colin Edwards, Woolton

Q "In HEIMDALL, on the first world, I'm having trouble finding all six scrolls to give to the wizard on the first island. I've got four with the power runes..." (Here he's drawn two sort of flag-like things, one pointing left and one pointing right, a backwards N and something that looks a bit like a 1 the way the French write them.) "Could someone tell me where the other two are? Also on the first world, there's a room with a number of switches and two doors. How do you open the doors, as none of the keys seem to fit?"
Graham Bond, Basingstoke

Q "On level two of the Dark Tower in LEGEND, there's a room with a lot of locked doors in a row and a Dispel rune behind a pillar. How do I open the doors?"
Paul Kemp, Sohom Toney

Q "I'm having trouble in SPELLBOUND DIZZY. How can I breathe underwater? How can I collect the honey past the bees without being stung? How can I get past the ore crusher down the hole without being crushed? And what does the ceramic lid do?" *(You're not having a great deal of success, are you? – Ed)*
M Lee, Poole

Q "Apart from music, can anyone tell me some special codes for POPULOUS II?"
Dale Bird, Cannock

Q "Since last Christmas I've gone round and round level four on CADAVER trying to find all four gold keys. I've only got two."
Alison Knowles, Goole

Q "I'm stuck on LEGEND on level one in the city of Balenhalm. I can't find the ruby and iron keys and I can't open the door that won't budge."
H W Lee, London

Q "In ASTERIX: OPERATION GETAFIX, I can't enter the Roman Camp, but I can get the oil. What should I do now?"
Thomas Franklin, Abingdon

Q "In SPIDERMAN, where do I go from the time machine?"
Thomas Franklin, Abingdon

CASES CLOSED

Below, lots of kind people have written in with advice on problems I couldn't answer. I salute them.

MAGIC POCKETS

Q Mrs M Turner of Wednesbury was being driven to despair by the gorilla at the end of level two.

A When you lose your last life, keep your finger on the fire button. The game will start again, but your score won't have reset. Keep doing this until you've got 100,000 points – you are now super-powered!"
T Cauwood, Lincoln

BLOOD MONEY

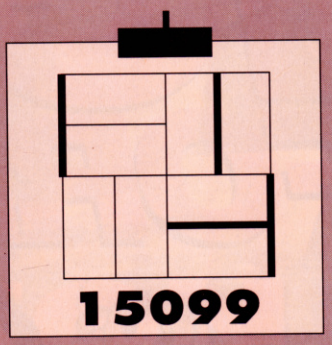
Q Alexander Wood was after a cheat, quite a while back now.

A "All you need to do is pause the game and press Help."
Justin Robinson

CAPTIVE

Q Stephen A D had ground to a halt on mission two, level two, thanks to a missing clipboard.

A It seems there's a bug in the game. Here, straight from the horse's mouth (well, Aron Phelan at Mindscape), and in a pictorial first for The Last Resort, is the missing clipboard:



Q Ian Beckford of Jersey couldn't find the probe code on Salstree.

A "There are, in fact, two probes to be found on this planet. The codes for the two probes are SYTHALEBEE and MIDINSNEING. I think it's possible that Ian may well have missed a very important feature on this planet. In the corridor with a ladder next to a shop there's a hole in the ceiling. If he uses the anti-grav device under this hole he'll float up through it to the next level near the other probe console."
Harry Maton, Croydon

SHINOBI

Q Daniel Brumhead of Keyingham came a cropper with a chopper at the end of level two. *(I'm starting to worry about you. – Ed)* I'm deeply sceptical of the following, but I'll print it anyway...

A "Pause the game at the helicopter and type 'helicoptertootoughforme'. Then un-pause the game and die once only to see level three."
Nathan White, Walsall

THE SIMPSONS

Q Cheryl Adamson of N Yorks had come tantalisingly close to reaching level two, but it continued to elude her.

A "To destroy the flowerpots you must jump onto a window, and then on top of a door. Jump up and down, spraying your paint onto the pots. For the cinema screen you need to be on the right-hand side of it and again jump up and down, spraying your paint and turning it pink."
Jonathan Algar, Newark

LEISURE SUIT LARRY II

Q P Griffiths of Cambridge was trying to find a passport.

A "Go back to Eve's house and search the dustbins outside."
Haydn J Mullineux, Manchester

DEUTEROS

Q A D Feather had no specific problem. He was just a bit crap, and kept getting killed by the Methanoids.

A "Here are two pieces of advice: **1)** The Methanoids won't attack unless you either trade with them too much or build six orbital factories. It is a good idea to build five factories – on Earth, Leda, Titan, Tethys and Ganymede. (These moons have hydrogen and methane, and can produce fuel.) You should build up stocks at these bases so that when you start the war by building the sixth base you can produce drones in large quantities and fight off any attack. Mr Feather is starting the war too early with few or no resources. **2)** To prevent Methanoid attacks within a solar system, first capture or destroy all Methanoid orbital factories in that system, and then construct an incomplete factory on the outermost planet. The Methanoids will be unable to launch an attack anywhere in that system and you won't have to defend any bases there.

Oh, and one more thing, press Shift and C on the planet resource screen to give you infinite quantities of most objects (except drones)."
A G Foster, Milton Keynes

A Hey, I can do this one. Actually the two problems are connected. To get across the water you need three boulders. One's in the Armorog's den, one's just after the Gator and one's in the entrance hall. Drop them in the water at the edge of the bridge. Then you can jump over them, get the key and find Dozy on the pier. He'll give you a sleeping potion which will get you past the dragon.

THE ADVENTURES OF WILLY BEAMISH

Q "Could you tell me how I can get past the vampire baby sitter?"
Scott McGill, Liverpool

A When you're being chased by Alicia, get the can of hair spray from the bathroom, change to the cross-hair cursor and spray a cloud of it in front of her near the ceiling. That will slow her down. Then get the mouse from the chair cushion in Brianna's room. Go to the living room, click on the vacuum cleaner and hide behind the settee. Throw the mouse onto the table. When Alicia goes for it, change to cross-hairs again and click the button.

GOBLIIINS

Q "On level eight, I can get the seeds but when I plant them the birds come and eat them. Please tell me how to do it."
Matthew Hinchliffe, Colne

A Do you mean level seven, by any chance? If that's so, to get rid of the birds simply hit the scarecrow.

THE SECRET OF MONKEY ISLAND

Q "On Le Chuck's ship, we can't get to the cooking vat in the hold. The rat keeps stopping us. What do we do?"
Mark and Ian Wood, Taunton

A Try putting the grog into the bowl on the floor.

Q "I've put the [blah, blah, blah] into the cooking pot, but it won't go bang. Can you help?"
Mrs S Munro, Hull

A It would be a pleasure. Your list of ingredients is wrong, that's all. What you want is the cinnamon sticks, the breath mints, the Jolly Roger, the ink, the fine wine, the rubber chicken, the gunpowder and the cereal.

Q "I have reached Monkey Island but I just can't blow up the dam. Having called the Lucasfilm helpline I was told by the answering machine to use the gunpowder, magnetic compass and noteworthy stone. I have the first two items but where on earth is the noteworthy stone? And once I have it, where do I stand to use all these items?"
S Hayward, St Lawrence

A The noteworthy stone is actually a piece of flint, which you'll find on top of the note at the river fork. Once you've got that, use the gunpowder on the dam and use the flint with the cannonball.

ANOTHER WORLD

Q "At the end of level 12, how do you pull the last levers on the control panel? It's really bugging me."
Chris White, Trowbridge

A After staring long and hard at the solution in issues 11 and 12 of AMIGA POWER, I can only guess that you mean level 11 – the last level. If that's the case (and I quote): "Wait until the fight is finished, then time it so that when you pull the level the alien is under the trap door in the centre of the screen. Then quickly pull another lever and crawl left underneath the open trapdoor." Is that any help?

SPINDIZZY WORLDS

Q "How do you get access to the hidden level editor?"
Nathan White, Walsall

A This was all covered in issue 8 of AMIGA POWER. But, to summarise, you've got to go to the level-select screen and type 'Edit' (i.e. capital E, small d, i, t).

THE MANAGER

Q "[rant, fume, snarl] ...I've spent one hour trying to get your damn cheat to work... [rant, rant, rant]"

A This is just one of thousands of letters I've had complaining about the Manager cheat in issue 19. Apparently you've actually got to press A after you've pressed D. I'm really sorry, okay? While we're at it, I made another horrific cock-up in the same issue, while I was typing out Adrian Pannett's answer to the *New Zealand Story* problem. I should have said that the warp's on level 1-3. Yeah, yeah, and loads of people can't get the *Parasol Stars* cheat to work. Sorry. They're working me too hard, that's what it is...

MYTH

Q "How do you kill the large dog in the pyramid? I've got the headdress and the magic eye, but neither of them seem to have any effect."
Darren Jeffries, Pontypool

A Have you put the ankh in the space in the wall? If so, stand under it and use the magic eye. By the way, my car came from Pontypool. It says so on the number plate.

HOOK

Q "How do you: a) make the bow and arrow, b) get the metal detector for the clock, c) jump off the cliff side, and d) talk to the leader of the Lost Boys?"
Greig Brown, Falkirk

A **a)** Use the tree branch with the string, **b)** you can get the money to buy it by taking the coins from the ship at Good Form Pier, **c)** use the piece of elastic with the slingshot, and then use yourself with the corner of the fence, and **d)** you just, like, talk to him, I suppose.

If you think it'll help, you can write to me at The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Send Loose Ends answers to the same address.

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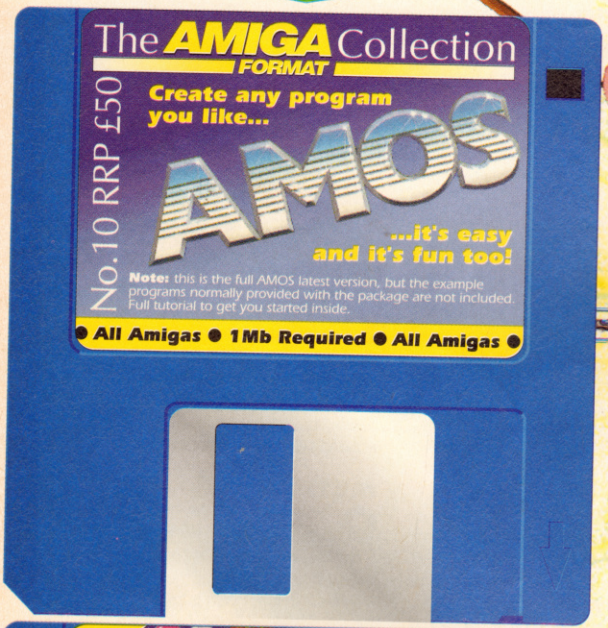

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DESIGN A GAME

The Frankenstein Syndrome – or Winners of the Design A Game Competition.

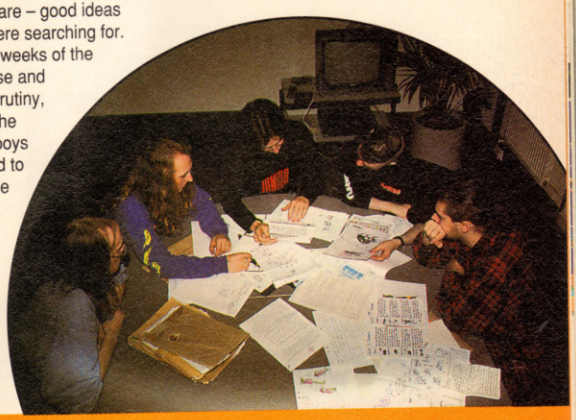
The Hidden, Stuart and Mark ponder the finalists. The room looks tidy and smart because it isn't the AP office.

Y'know, it doesn't seem like a year ago that we instituted our grand 'Design A Game' competition, giving you the chance to win yourself an Amiga 600HD or one of ten copies of AMOS by inventing a game for our top programming buddies The Hidden to write. There is, of course, a very good reason for that. It was only five months ago.

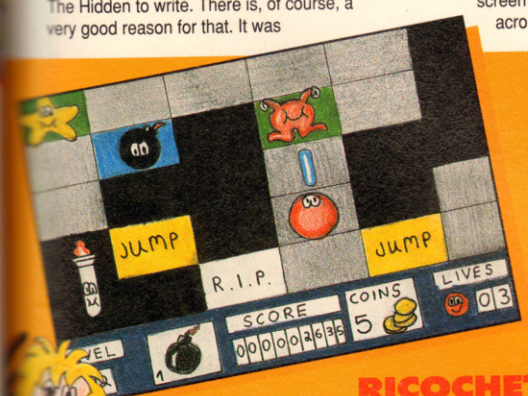
Nevertheless, in that short period of time we saw an avalanche of mail unlike any since the Readers' Top 100, which we sent out to The Hidden in a large truck for them to hunt through, looking for the ideas which they could turn into a world-beating game for our coverdisk. They were after originality, playability, but also (and most importantly) feasibility – a suggestion for a beat-'em-up which involved characters the full height of the screen scrolling smoothly across 6-level parallax backdrops, for example, went straight out the window. There were many entries which people had obviously spent absolutely ages on, and almost as many hurriedly scrawled on the back of a fag packet, but we didn't care – good ideas were what we were searching for.

"Hurriedly scrawled on the back of a fag packet"

After several weeks of the most intense and careful scrutiny, though, the Hidden boys managed to whittle the barrow-loads of entries down to a short list of 11, which they lugged back all the way from Great Yarmouth to the AMIGA POWER offices so we could all have a look at 'em together. We'll get to the conclusions in a moment, but for now, let's have a look at That Short list In Full:



The room began to look familiar as papers were strewn about.



RICOCHET

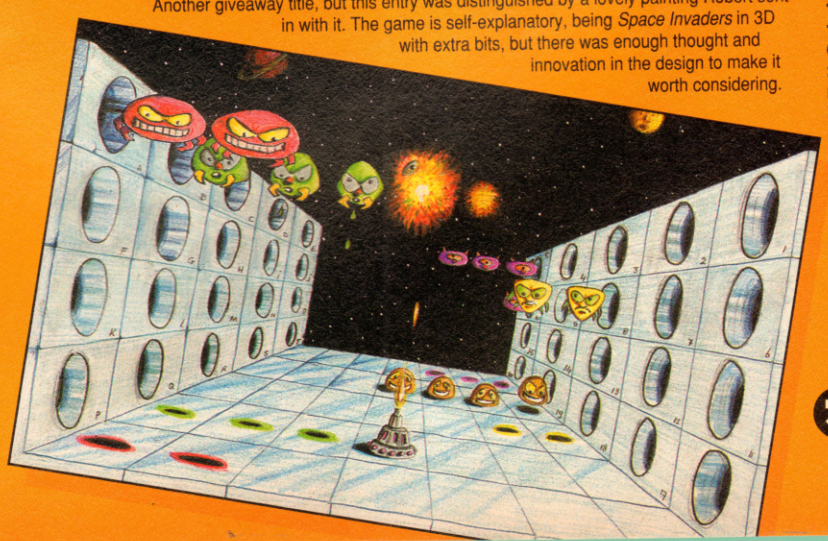
by CJ Clarke of Twickenham

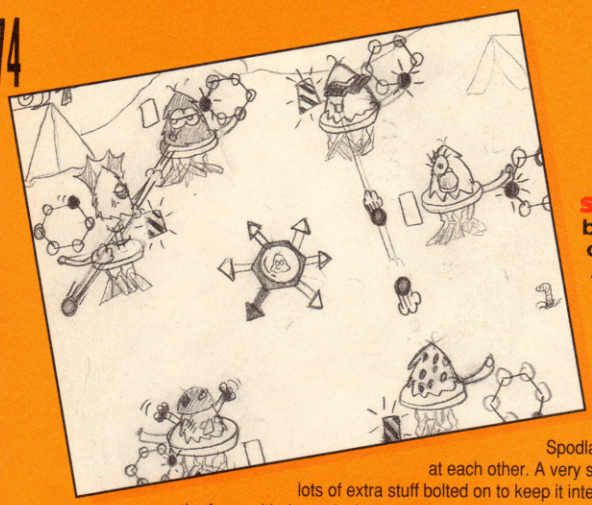
A cute scrolling arcade game starring a blob called *Splosh*, nicely realised in a thick dossier with extensive character data and storyboarding, all prettily drawn and meticulously thought out. The idea is to guide Splosh across a vertically-scrolling course, avoiding bad guys and gaps, in a scenario not a million miles away from Gremlin's old 8-bit classic *Bounder*.

THE INCREDIBLE INVADING SPACE-SUCKERS IN 3D

by Robert Prent of Nykerkerveen in Holland

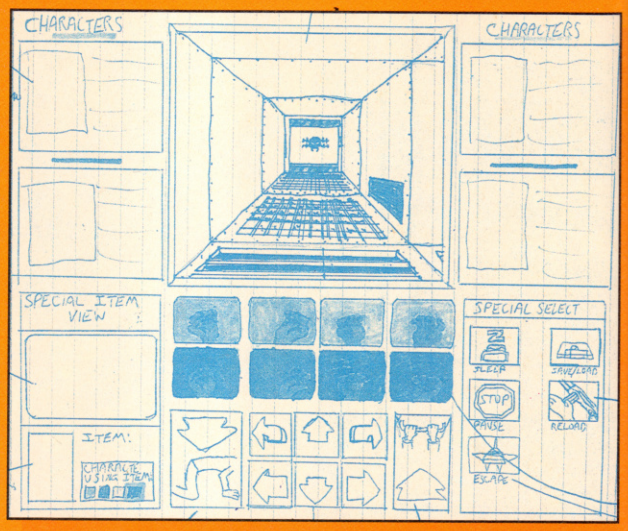
Another giveaway title, but this entry was distinguished by a lovely painting Robert sent in with it. The game is self-explanatory, being *Space Invaders* in 3D with extra bits, but there was enough thought and innovation in the design to make it worth considering.

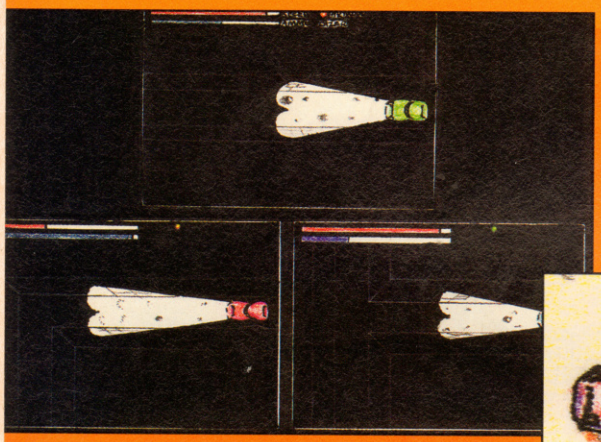




SPOD LAND
by Martin Fox of Banchory

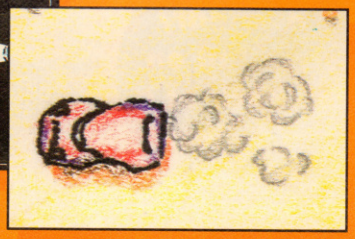
A funny little arcade battle game, featuring lots of little cute fluffy characters called Spods, who while away the long summer days in Spodland by, er, spitting at each other. A very simple concept with lots of extra stuff bolted on to keep it interesting, and one of the few multi-player designs we got.





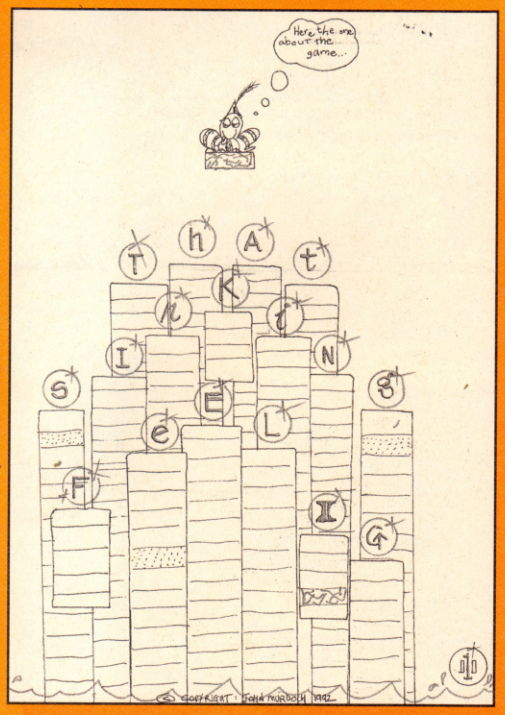
BATTLE CARS
by Tim Genge of Portishead

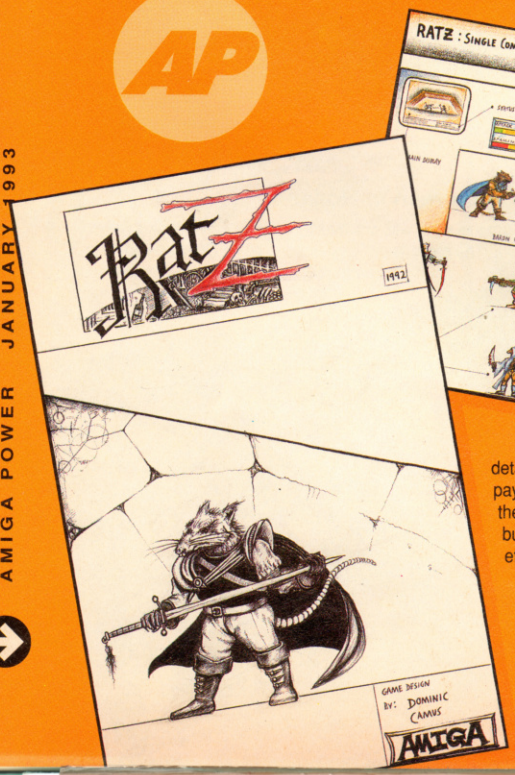
Another multi-player game, this time using the classic post-apocalyptic Mad Max scenario in, well, a battle between cars. Supposedly a future gameshow, the winner in *Battle Cars* is anyone who's still alive at the end of the game...



REBELLION
by Michael Brockbank of Canberra in Australia

Another nicely-presented effort, for a game looking a bit like a cross between *Captive* and *Laser Squad*. Michael even went as far as to suggest the type of music that should accompany the game, but we're not going to hold the fact that he likes 'Speed Metal' against him.





RATZ
by Dominic Camus of Cambridge

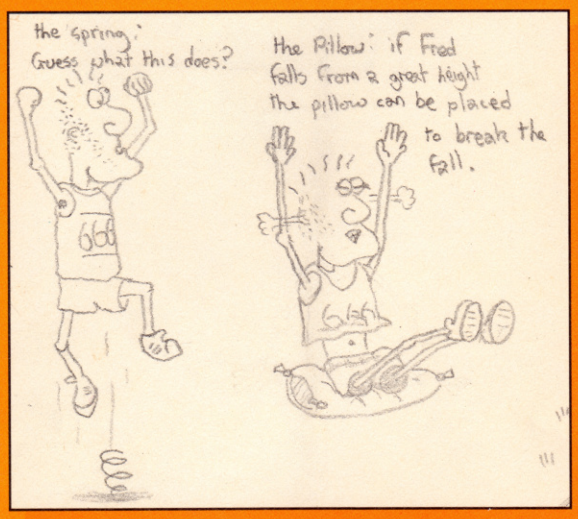
Absolutely gorgeous presentation by Dominic here, sending in his multi-part warrior rat RPG/wargame on some beautiful paper covered in subtle, detailed drawings. Of course, we didn't pay any attention to that whatsoever, the ideas being the important thing, but it's nice to see someone put the effort in all the same.

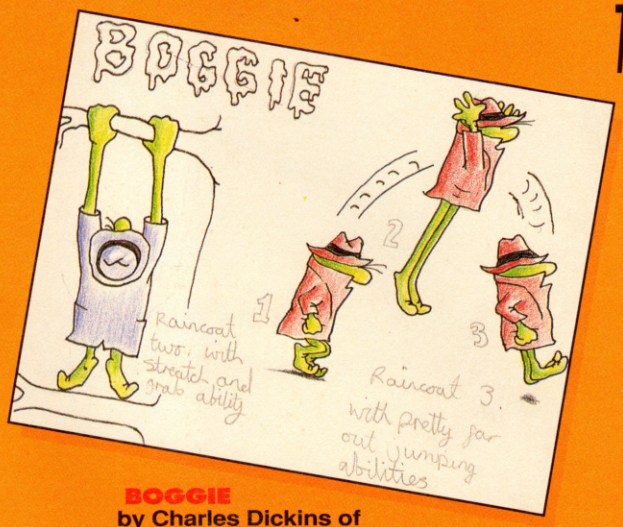
THAT SINKING FEELING
by John Murdoch of Renfrew

An arcade puzzle game, setting the player on a group of towers which collapse as they're touched. Lots of nifty ideas in this one, like having to earn the right to a Pause facility, and potentially excellent manic fun.

FRED'S FAIRY
by Paul Rayment of Tunbridge Wells

Lemmings/Builderland/Sleepwalker type of thing, starring Fred as a cross-country runner helped in his quest to impress the rest of the school running team by a helpful fairy who gently guides him past obstacles in his path.



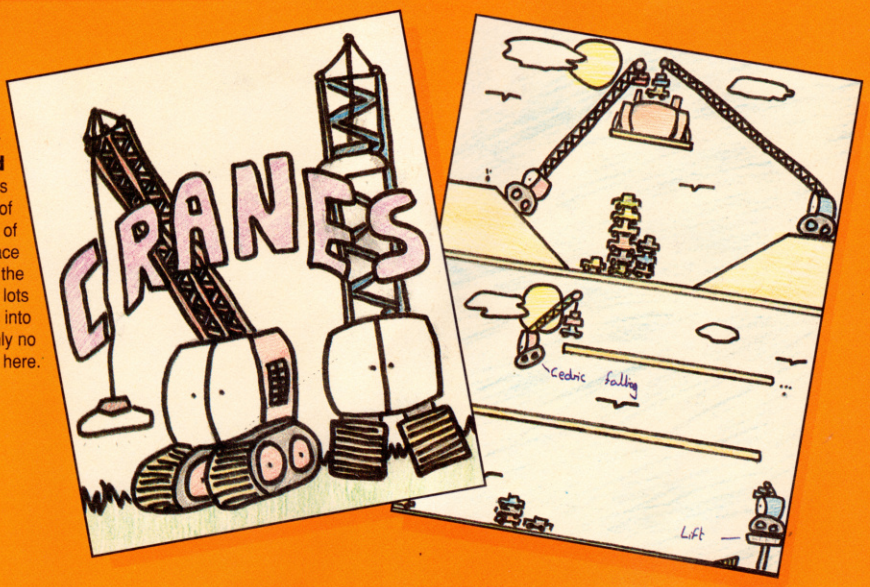


BOGGIE
by Charles Dickins of Trollhattan in Sweden

Yet more lovely drawings in this tale of a big-nosed green troll on a mission to traverse four varying worlds of horizontally-scrolling platform-ish mayhem with the aid of several different raincoats of bizarre and unusual properties...

CRANES
by Chris Davey of Lichfield

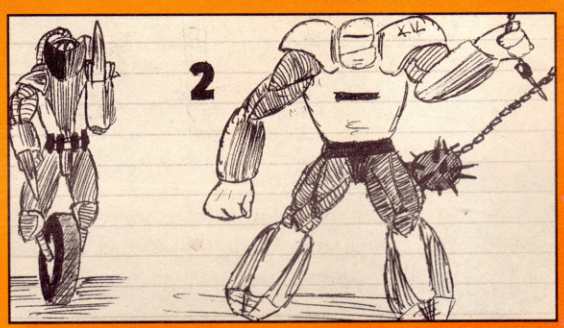
Multi-player fun again, as you take on the personae of Cedric and Cindy, a couple of scrap yard cranes(!) who race against each other and the clock in an attempt to get lots and lots of knackered cars into the car crusher. Certainly no lack-of-originality problems here.



AND, ER, ALSO...

LAIR OF THE WOLF
by Sam and Annie Rigny of Rowlands Gill

Scrolling slash-'em-up affair, with an entry notable for storyboarding practically every inch of the game from start to finish, right down to the sound effects. Lots of thought and effort from Sam and Annie, but marks off for all the staples in the envelope which cut Craig's hand...

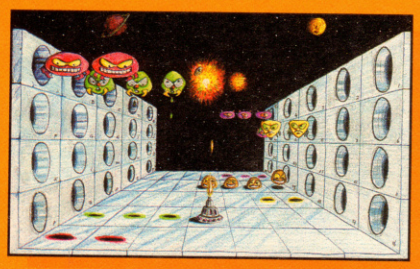


TRANSFORMER-ISH ROBOTS KICK DAVID ICKE'S BUTT
by Matthew Thomas of Swansea

The Hidden also singled out one other entry for special attention. *Transformer-Ish Robots Kick David Icke's Butt* ("That's just a working title, feel free to change it" – thanks, Matthew) is a beat-'em-up in which – oh, let's face it, it's all in the title, really. We couldn't quite work out whether young Matthew was taking the mickey or not ("Or even better, for the final level you could just dismember him totally against a time limit – bonus points for chopping him into very small pieces perhaps?"), but we got a few chuckles from his three sides of school exercise-book scrawl anyway. Cheers, Matthew. (But no cigar...)

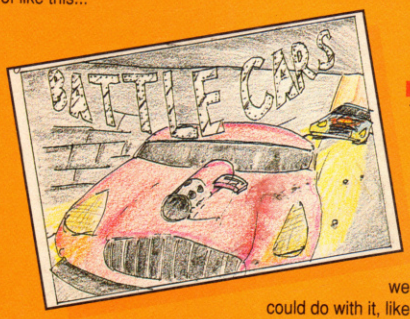
THE EVEN SHORTER LIST

After much thrashing around and involved discussion, the Hidden boys and ourselves managed to whittle the last 11 designs down to three. This was the point at which it got really tough. The thinking went kind of like this...



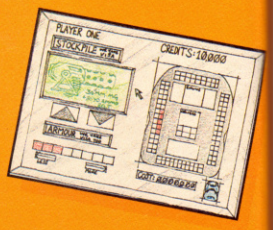
THE INCREDIBLE INVADING SPACE SUCKERS IN 3D

Not being swayed by the lovely painting was a task in itself, but we tried to forget it as we went over this one with a fine tooth comb. It'd certainly look good, and it wouldn't present any major technical difficulties. *Space Invader* games are always playable, and the added element of screen depth would make it really frantic. A few new ideas on display too, and scope for nifty stuff with bonus waves and hidden extras, but... it's still *Space Invaders*, isn't it? And having done a 'Design A Space Invaders Game' competition, we thought, in the end, this'd just be talking things a bit too far.



BATTLE CARS

This one was looking very good indeed. The multi-player aspect was popular (although we decided the three-player version mooted was just too impractical – how do you split a multi-directionally scrolling screen three ways and still be able to see what's going on?), lots of attention had been paid to detail, and we spent ages thinking up other things we could do with it, like having little teams of pedestrians running around in the colours of the two players, the idea being to kill your opponent's men while protecting your own. Everything was going well, until we realised that instead of designing a game, young Tim Genge had more or less just nicked one. The design of *Battle Cars* is almost identical to old Spectrum game by Games Workshop called, er, *Battle Cars*. A technical knockout, then, leaving the way clear for...



THE WINNER!

SPOD LAND

Spod Land came out on top for many reasons, including the excellent characters, the multi-player capability and the neat basic idea of cute fluffy aliens gobbing at each other, but most of all because when we saw the rough pencil diagrams, we all immediately found ourselves wanting to play the game. At first we thought the idea was too thin to hold up as a game for more than an hour or two's play, but as we studied the design in more depth and thought of a few little extras of our own, it became clear that we had the potential for an absolute cracker of a slice of pure arcade mania. And that's all there was to it, really – we wanted to play it, The Hidden wanted to program it, and we reckoned you lot would want to see it on our coverdisk, so it had to win.
End of story.

Or rather, of course, just the beginning of the story. We've packed The Hidden off with strict instructions to forget about all that clever-clever commercial money-making stuff and get on with the important business of turning *Spod Land* into a game worthy of them, us and, of course, the now-famous Martin Fox.
Watch this space to see how they get on...

WHAT THE HIDDEN ARE UP TO THESE DAYS

Q You've seen *Puggles* and *Rome* and *Top Secret* (and voted it into your all-time top 100!), now you're probably wondering what The Hidden are going to come up with next. We were too, so after a heavy office brainstorming session, we decided that we would phone them up and ask them...

"We're just finishing a *Sonic*-y platform game called *Dong*. It's actually quite a lot like *Doodlebug* in look and style, but we think it's better. We're looking for a publisher for it, so if anyone's interested..."

"We're looking for a publisher for Dong"

We've had a look at it, and it's a bit excellent. Software houses, snap it up!

"We've more or less finished a new bit of PD, a four-player *Smash TV* clone called *Monster Mash*, which we'll let you take a look at for your coverdisk."

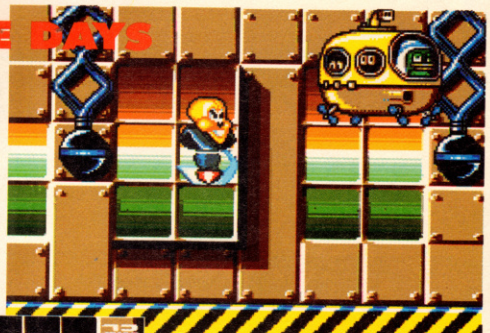
Smash TV? Four players? Give!

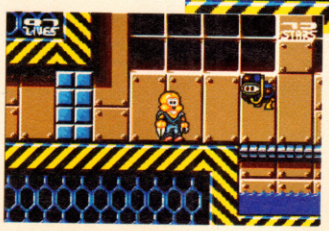
"Then there's an un-named shoot-'em-up designed by a chap from a firm called Dome Software. They did the *Indiana Jones Atlantis* game on the Speccy and the Amstrad, and a new game called *Bob's Bad Day* which does some clever stuff that's never been seen on the Amiga. The shoot-'em-up design is amazing and we'll probably be working on that with him soon."

Busy, aren't you?

"And we're also involved in discussions with a couple of major software houses about a design we've got, for a revolutionary platform game with bizarre – no, actually, I probably shouldn't say at the moment. Just wait and see..."

A





Above: Some manner of hyper-evolved duck (don't ask us, we only work here) battles it in the Hidden's latest slice of fabness, *Dong*. It breaks with Amiga tradition by using 'fire' to jump (a Good Idea from the consoles) instead of 'up'.

Left: It's really rather good fun to play, and the main character is quite charismatic.

Amberstar
OUT NOW FOR
PC, AMIGA
AND ATARI ST!
THALION

GAME REVIEWS CONTINUED

Game: Sensible Soccer 92/93 Season
Publisher: Renegade
Authors: Sensible Software
Price: £25.99 stand alone/£3.95 upgrade
Release: Out now

10.00 am. Stuart's been in the office for slightly over half an hour. No work done yet.

The best got better. Now we'll *never* get any work from Stuart.

SENSIBLE SOCCER 92/93 SEASON

Morning, Stuart. IT'S THERE! WHAT A GOAL! Oh, is that the new version of *Sensible Soccer*? FANTASTIC! DID YOU SEE THAT ONE?

10.30am. Custom teams cause much amusement.

Could you stop shouting, please?
WHAT? YOU'RE KIDDING! A YELLOW CARD FOR THAT?
Mark, could you make Stuart be quiet?
I NEVER TOUCHED HIM! OH NO, WATCH OUT FOR THE FREE KICK!
Oh look, Estonia just equalised. That's so very interesting.
SHUT UP! THERE ARE NO EASY GAMES IN WORLD FOOTBALL!
(Bring bring) Stuart, I think that's your phone.
OH, WHAT A VOLLEY! TWO-ONE! UP YOURS, ESTONIA! LET'S SEE THAT ONE MORE TIME! OH YES! YES!

(Bring bring) Hello, AMIGA POWER. No, I'm afraid he's not here at the moment. Can I take a –
AND HE'S CLEAN THROUGH AGAIN AND HE'S – NO! WHAT A SAVE! CORNER!
No, no, that's just, er, the radio. Hang on a minute, I'll turn it down. (Clout)
HE FLOATS ONE IN, A DIVING HEADER – GOOAALLL!
Yes, I'll get him to call you as soon as he calms dow– er, comes in. Bye.
AND THE SCOTS HAVE REALLY GOT THE PSEUDO-RUSSIAN LOSERS ON THE RACK NOW! A CROSS, A GOAL!
So, you'll be giving this a pretty good review then? Lots of stuff about the new goalkeepers and how they can turn the ball round the post for corners and stuff, and how the new passback rule's been implemented, and how the computer teams' skill levels have been tweaked upwards for a tougher challenge, and how there are new custom teams, and how the game's got lots of up-to-date options like the chance to play the World Cup Qualifying groups, and how the red and yellow cards that quite a few people complained about the lack of in the original game have been implemented this time round (complete with extra crowd samples), and how it's just generally an even more fabulous all-round recreation of the true feel of football, right down to the unpredictable way that you can thump Italy away in one match, only to get a 6-2 home drubbing from Portugal or lose to a breakaway goal from Malta in the very next one, and all that kind of thing. In fact, I shouldn't be at all surprised if you were to tentatively suggest that with all these improvements this might, in fact, just possibly be the best Amiga game of all time, as our readers voted it in last month's Readers' All-Time Top 100. After all, you do seem to be having a good time over there.

"No way! You can't send him off for that!"

NO WAY! YOU CAN'T SEND HIM OFF FOR THAT! NOW THERE'S A HOLE IN THE WALL, AND – ARGH!
FOUR-TWO! HOW COME THE GOALKEEPERS NEVER EVER SAVE FREE-KICKS?
Oh God, I'm getting a headache now.
COME ON REF, SURELY THAT'S A PENALTY? YES! IT MUST BE FIVE! IT IS!
I think it might be an idea if the rest of us took an early lunch, Mark.
AND IT'S ALL OVER! WHAT A WIN! LOOK AT THESE HIGHLIGHTS!
I think you could be right, Tim.

● *STUART CAMPBELL!*

11.45am. Stuart finally manages to get Scotland to beat Russia. No work done yet.

2.00pm. Still no work from Stuart.

UPPERS Tougher, slicker, more realistic, in pretty much every way better than the 93%-rated original. Is there any more to be said?

DOWNERS The keepers do seem to have a bit of a weak spot where free kicks are concerned, and it'd be nice if you got to play some kind of World Cup if you qualified. And where have Aberdeen gone?

THE BOTTOM LINE
You lot think this (even in its previous, inferior incarnation) is the best Amiga game ever. I'm inclined to agree with you.

94 PERCENT

COOL WORLD

It's a funny old world, especially when it's populated by cartoon characters from a cult comic.

Game: Cool World
Publisher: Ocean
Author: Twilight
Price: £25.99
Release: Out now

There's no way to tell what the film Cool World is like because it's not out yet. The only thing I can say is that I quite fancy the cartoon representation of a woman on the poster (her name's Holli – sigh), which has me, and my psychiatrist, more than slightly worried, especially as I was just getting over my crush on Jessica Rabbit. That aside (ahem), let's look at the game plot. This guy, Jack Deebs, has been writing this groovy underground comic called Cool World and in the process he's unwittingly created an alternative universe. This universe is peopled (or charactered, anyway) by doodles, who are the stars of the comic, and they're intent on transferring objects from the real world to Cool World by jumping through vortices between the two. All this would be fine if it weren't for the fact that as a direct result the universe is going to destruct. You play Harris the Policeman, and it's up to you to save the universe from this unusual threat. It all looks like fantastic potential for a great game.

Ah, the game. It was looking good on the fantastic intro sequence, and my heart ached as the current object of my desire danced on the screen in front of me, and somebody else had to push the fire button to get me on to the game itself. And then... oh dear. You're on this horizontally scrolling level, which could hardly be called platform as there're only two dimensions to it, shooting purple gorillas and Bart Simpson lookalikes armed only with a handy pen. I can't believe it, it looks like a Spectrum game. I was cursing and preparing myself for a 29% job, when it got better. It turns out that was just the start, where you're travelling the Cool World streets collecting coins in order to bribe your way into the other levels.

Run and jump, but never stand still.

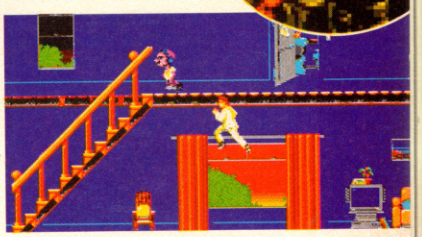
"A mildly entertaining game, but not a complete stormer"

And the other levels are an improvement. This is a platform game after all, but with the added twist that you've got two levels at once – the real world scenario and the Cool World scenario – and you skip between the two using the vortexes. You have to shoot the doodles, which turns them into ink bubbles, and then suck them back into your pen to completely destroy them. In the Cool World you have to pick up real world objects and send them back where they belong. You get an indication of how many doodles are in the real world and how many objects are in the Cool World, so you're constantly skipping about between the two to keep the balance in check. When the danger reaches critical level you lose a life and you have to keep the balance during the time limit to go on to the next level.

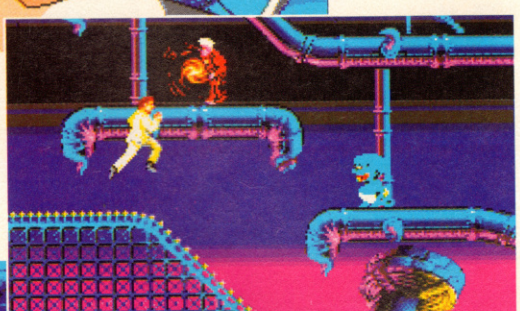
And that's it really. It's fairly engrossing for a while, as you battle with time and are forced to jump around a lot between the two worlds. This makes for a mildly entertaining game, and bumps the rating up by 30% from my initial disappointment, but it's not a complete stormer by any means. The control of the character is very crude and feels clumsy at times. The backgrounds look good, but not stunning, and it's really an average platform game that is raised slightly above average by the time limit and two-levels-in-one scenario. I was left with the impression that a lot more could be done with such an interesting plot. But never mind, eh? There's always the title sequence...

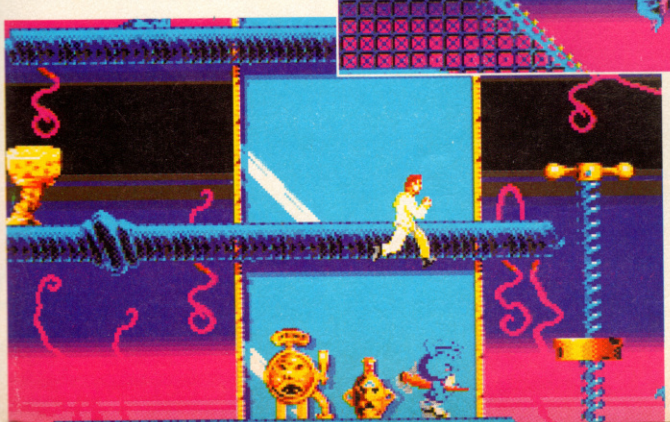
● *TIM TUCKER*

It's a little red phone creature (so I'm told).


Quick flip back to the real world, and it's time to do a bit more doodle bashing.

She's lovely, isn't she? What kind of a chance do you think I have with a drawn fictional character?


Some of the doodles are a bit weird. Here Harris has to fight against Jimmy Savile in his jogging suit, and a giant blue baby. Ever wonder who thinks of all this stuff?


The Cool World is a strange place, full of giant taps on springs and alarm clocks.

UPPERS Having a time limit adds excitement to the game, and playing two levels at once is kind of groovy. The backgrounds are attractive, and some of the doodles are effectively, er, doodle like.

DOWNERS It's clumsy to control the main character, it's not original and it's basically just an average platform game when there are some stunning platform games around.

THE BOTTOM LINE

It's a shame that this film licence hasn't been turned into a fantastic game. If the film's a hit (and it will be) then this will be too, and I'm sorry that people's money won't be spent on something more worthy of their cash. Not a complete disaster, but it should have been a triumph.

59 PERCENT

DUNGEON MASTER CHAOS STRIKES BACK

Mummy wrapping – soft, strong and very, very long.

got chaos with it.

"The control is innovative and user friendly"

Dungeon Master strikes back, and this time it's got chaos with it.

Games: Dungeon Master, Chaos Strikes Back
Publisher: Psygnosis
Price: £25.99
Release: Out now

Some say that there's nothing an AMIGA POWER writer fears more than finding a role-playing game, bearing a "review this" Post-It note, lying on their desk. This is not true. I have discovered something even more scary, and that's finding TWO role-playing games, cleverly packaged in a single box, lying on your desk.

Dungeon Master is very old, but still much loved – it popped up spookily at number 34 in the AP Readers' Top 100. Packaged with it is the sequel *Chaos Strikes Back*, which is less old (in traditional sequel fashion), more difficult and similarly similar.

The games are typical RPG fare, with character sheets, special abilities, monsters and dungeons galore. The sort of game that you'll either love or hate. With that in mind, here are two reviews. Read the one that applies to you…

If you've read every one of Tolkien's books and drawn hexagons all over your kitchen table, read this:

The enduring success of *Dungeon Master* can be put down to one major factor: the game's control method. This is both innovative and user-friendly. The character sheet offers a pictorial representation of your hero's body, and you move icons around on this to store, eat, examine or use the various items you'll find around the dungeons.

Casting spells is almost a game in itself, as it involves 'learning' a new language. There are 24 magical symbols, each with their own meaning or function, and the trick is to combine the right symbols to perform the spell required. A lot of 'ow my head hurts'-style thinking is needed here.

Despite the complexity and depth of the gameplay, *Dungeon Master*'s control method is admirably user-friendly. Moving round the dungeon involves clicking on the arrows to the side of the action screen. Picking up or operating objects you find lying around also just requires a simple mouse click. Simple. Quick. Easy.

Cedar tree, how big it's grown. *(Oh boy. – Ed)*

Chaos Strikes Back is similar, with extra difficulty and extensive character development features. In *Dungeon Master* you have to select four ready-grown adventurers from the Hall of Champions. *Chaos* allows you to edit a character to create your own unique hero, even to the extent of drawing a new icon for their face.

Chaos is much trickier, though there is an extensive help option provided (sadly it involves quitting a saved game to boot it up separately). RPGs are a fairly timeless genre anyway, but the reason that *Dungeon Master* has lasted longer than most is that it's such a good game, with clever controls, loads of options and lots to do. But hey, don't you own a copy already?

Everyone else, read this:

User-friendly controls and innovative character sheets make *Dungeon Master* more of a joy to play than most RPGs, but it's still mainly a lot of looking at blank dungeon walls. The value for money concept of having two games bundled in one pack is only really of interest if you're really committed to this sort of game. The two titles are pretty much identical (though *Chaos* involves some sort of neo-masonic disk-swapping ritual before you're allowed to play), so unless you're into fighting these things through to the end, you're not really getting two games for your money.

There are plenty of teasers to solve before you meet any monsters – will you have the patience to work through them? At the end of the day, *Dungeon Master* and *Chaos Strikes Back* are role-playing games. And you know what that means.

● *ADAM PETERS*

SHOW SOME CHARACTER

UPPERS Smart control method, atmospheric graphics, *Dungeon Master* is easy to launch into, a few added features in the sequel.

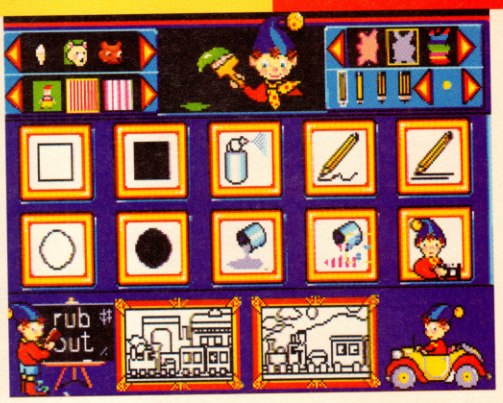
DOWNERS You really have to hunt out the action initially, and *Chaos Strikes Back* may prove too difficult for the average gamester.

THE BOTTOM LINE
Dungeon Master has aged well, and puts the majority of today's identikit role-players to shame. It is an acquired taste, of course (but if all RPGs were like this, it might be worth acquiring). Impressive.

81 PERCENT

Game: Noddy's Playtime
Publisher: Jumping Bean Company
Author: Richard Costello
Price: £24.99
Release: Out now

Er, the naughty elf on the roof has done something antagonistic to the mail (they do that) and it's your job to put it right.



***DPaint* eat your heart out. Create your own masterpieces with Noddy's help.**

NODDY'S PLAYTIME

Lock up your daughters, put shackles on your sons. Noddy's back with a vengeance, with a mission to educate.

What has a 43-year-old with rosy cheeks and a blue hat got to offer the nation's children? More than you might at first imagine, actually. Particularly when the 43 year-old in question is only three feet high, drives a rather pleasant little yellow car, lives in Toy Town, and is called Noddy. (Is that is first name or his second? Never could work it out.)

Anyway, there are eight games to play in *Noddy's Playtime*, all of which are linked by a natty little driving section, which involves steering Noddy around Toy Town to get to one of the games. A simple painting program is thrown in as well, to enable children to exercise their creativity. The games teach children about (deep breath) shapes, colours, matching objects and animals, basic music, letters, words, odd-one-out, counting, and basic maths. Phew, you never knew there was so much in it, eh? All the games are extremely well presented, and have excellent sound effects, though some of the graphics are a bit small, particularly on the train matching game. I had trouble distinguishing between the portraits of the characters, let alone remembering where they were all sitting. Three skill levels cater for a range of age groups, from just entering school to about seven-years-old.

Visit Noah's ark to play the jigsaw game. There are more pieces on the harder levels.

Either get Noddy to drive you to a game or click on the car and drive yourself.

When children first use the program, it's best that an adult uses it with them to guide them through the basics. The control system is simple, and text has been kept to a minimum, which makes the program easy to use. But you can't help wondering how many five-year-olds have mastered the complexities of swapping disks on their single-drive Amigas (although they'll get a lot of practice here).

"All the games are extremely well presented"

Apparently there has been a lot of demand for a Noddy game from parents, but whether it's to educate their children or satisfy their own nostalgic cravings is unclear. And anyway, parents who were raised on a good healthy diet of Noddy, Big Ears, suet and cabbage will want to ensure their children get the same treatment – however unfair it might seem to outsiders.

The attraction of *Noddy* as a game character must lie very much with the parents. The little chappie hasn't been on TV for a good few years, and I know that my four-year-old boy certainly wouldn't accept sweeties from the strange little gnome. But if Sonic came round with a pocketful of sherbet dips, that would be a different matter. In marketing terms it's obviously very sensible to use a character parents can identify with – after all, they have all the money. (There can't be many infants just entering school with £25 pocket money to spare, can there?)

Having used the program for some time, I'd quite happily fork out the aforementioned sum for the program for my little ones to use. And not being a huge Noddy fan, that surprised me a bit. I wouldn't buy it for the ridiculously twee, cotton-candy Noddy stuff, it's just a damned fine educational program. It's fun, it keeps children interested, the graphics and sound effects on the whole are excellent, and there are plenty of different games. The numerous disk swaps involved are an absolute pain on a single drive machine, and is potentially ruinous for young children, but overall, *Noddy's Playtime* is one of the best programs of its kind.

● *RICHARD LONGHURST*

When a number appears, hit the appropriate key to hear a rather strained imitation of a piano or organ (no sniggering at the back please).

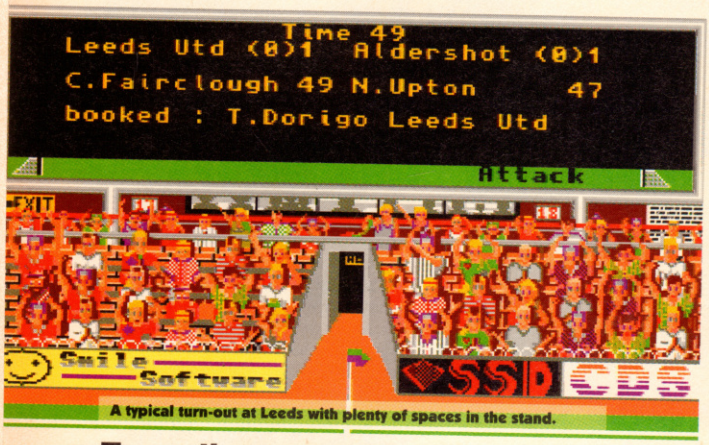
UPPERS Well presented throughout and extremely easy to use, Noddy is bound to be a sure-fire winner with parents and children alike. Plenty of learning opportunities in an good variety of games, plus some decent sounds.

DOWNERS Too much disk swapping for single drive owners means it's hard for young children to use on their own. Older and more experienced gamesplayers will find it too easy to complete.

THE BOTTOM LINE
A thoroughly professional educational game that's surprisingly enjoyable to play. It sets out to appeal to younger children and it definitely succeeds. A shame about the excessive disk swapping though.

75 PERCENT

LEEDS UNITED CHAMPIONS



A typical turn-out at Leeds with plenty of spaces in the stand.

Team licences are all very well, but do they appeal to non-fans?

Game: Leeds United Champions
Publisher: CDS
Price: £25.99
Release: Out now

"It's very playable, you'll soon be hooked"

You've laughed at the performance against Glasgow Rangers, now buy the game. Which is a roundabout way of saying "what's the idea behind these football team licences?" We've already had a host of Manchester United games, a Liverpool game, an Arsenal game... The fans of the club in question might go for it in a big way, but what about everybody else (and that's going to be at least 95% of the football following public)? How many Manchester United or Bradford fans can you see queuing up to buy a game covered in white roses? It's not as if the whole country is going to be behind the Peacocks in their brave challenge for the European Cup. Not now they're not in it any more.

So, bearing in mind that large numbers of people in the West Yorkshire area will be buying this game whatever it's like, and even larger numbers of people wouldn't go near it if Winona Ryder was using the box as a changing room, how does it shape up?

For a start, there's no arcade action at all. The Liverpool game was an arcadey, the Manchester United games were a mixture of arcade and strategy, but Leeds United is entirely a management game. You won't even spot any sprites of footballers during the match sequences, just a clock, details of scorers, and a black bar with the words 'attack', 'midfield' and 'defence' zipping across it.

Sounds off-putting? (A decent match sequence is a vital part of a management sim, after all.) Don't worry. The simple, speedy way the black bar illustrates the flow of play, combined with a steady stream of information (goals and bookings), is a lot more nerve-wracking and exciting than your average sluggish, predictable when-will-it-end animated match sequence. Oh, and you can interrupt at any time to make substitutions.

Here comes the section of the review where we list the niggling flaws.

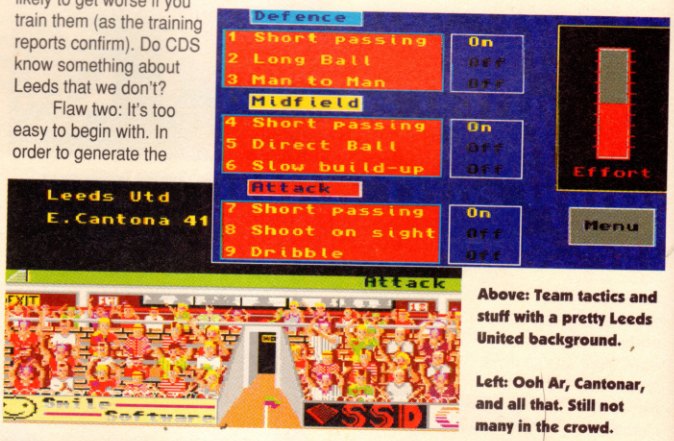
Flaw one: The 'training' element of the game is best ignored. While it's much easier to operate than most management sim training bits, your players are more likely to get worse if you train them (as the training reports confirm). Do CDS know something about Leeds that we don't?

Flaw two: It's too easy to begin with. In order to generate the climbing-up-the-league challenge that management sims like, Leeds United (the only team you can be, natch) start off life in the Fourth Division. If this might upset some of the Leeds die-hards, they'd be even more upset if their team made a habit of losing to teams like Doncaster and Wrexham. Consequently, they don't.

You'd have to do something really stupid (only fielding six players, for example) to lose a game in Division Four. Things get harder as you progress up the league of course, but a bit more challenge from the kick off would have been nice.

Apart from that, it's all pretty decent. It's user-friendly, you aren't swamped with information you don't want, and there's plenty of scope for getting tactical. Which is exactly what you want in a game style based on getting tactical. In short, it contains a lot of things that are good, and a handful of things that are dodgy.

● *ADAM PETERS*



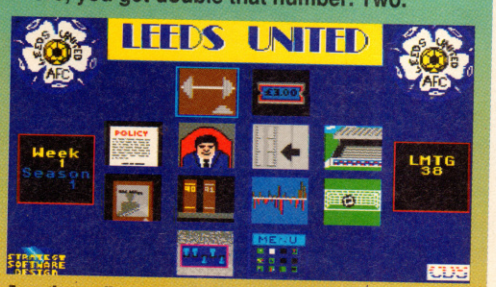
Above: Team tactics and stuff with a pretty Leeds United background.

Left: Ooh Ar, Cantonar, and all that. Still not many in the crowd.

ON THE MENU TONIGHT...

Icons, icons everywhere. Leeds United Champions is a bit of a bargain for you fans of icon-ed up menu systems. You don't just get one menu here, you get double that number. Two.

The main menu hosts most of the important bits. There are icons for playing the next match, changing team formation, eyeing up the league tables and fixtures, checking on injuries, counting the cash, trying to find a transfer market, etc.



Even the smaller second menu contains a good, healthy quota of icons, many of which are teetering on the precipice of uselessness. There are several different options to display your performance in the form of a bar graph, for example.

UPPERS It's got loads of options. It's easy to control. It's very playable. You'll soon be hooked.

DOWNERS It's got a few rubbish bits. It'll struggle to win over people who hate Leeds. Steve Hodge is in it.

THE BOTTOM LINE

We were inundated with footy management games around the time of the European Championship. *Leeds United* isn't as good as the best of those (*Graham Taylor's Soccer Manager*), but it's a damn sight better than the worst (Domark's *Championship Manager*).

74 PERCENT

MOTORHEAD

That's the way I like it, baby, I don't want to live forever. The ace of spades etc...

Golden Axe with knobs on... Throw up on baddies, scorch them with Jack Daniel's breath and much, much more.

Game: Motorhead
Publisher: Virgin
Author: Richard Costello
Price: £15.99
Release: Out now

When it comes to appreciating the finer points of the music of Motorhead, I've got to admit that my experience is limited to two separate and really quite feeble events. One is watching the warty rock gods strumming harmoniously away in the Young Ones' living room while the boys rushed to keep a date with Bambi Gascoigne, and the other is being a spoggy twelve-year-old jumping around at the school Christmas party, mumbling along to the verse as if I really did know the lyrics and then shouting out 'The Ace of Spades! The Ace of Spades!' over the chorus.

All of which, I think, leaves me amply qualified to have a bash at Virgin's latest offering, *Motorhead*, a sort of lovable, fluffy homage to these leather clad kings of rock starring their legendary head man and chief screecher Ian 'Lemmy' Kilminster. In a not entirely original sequence of events it transpires that while our Lemmy was lying in a recreational Jack Daniel's type coma, vicious gangs in a small town have kidnapped and made off with various band members and roadies. Confronted with a note telling him to bug out or face the consequences, Lemmy takes the only option open to a man who makes a living out of drinking heavily and wearing soiled jeans - he kicks butt.

And when you've got no special weapons, smack 'em about with yer guitar.

An halitosis attack on an unsuspecting rapper, yesterday.

With such a shallow pretext to hurt people there's very little left to do other than getting down to the serious business of busting people's faces. The ultimate aim of all of this violence is to release all the boys and to get down to lots of debauched rockin' and head bangin' but of course life's never that easy. The gang factions that have the lads are numerous and split along musical lines, so before the gig can proceed Lemmy must traverse the trauma of listening to music as diverse as country and western, hip-hop and punk as well as the physical pain of bad guys bashing his spleen.

"Lemmy rattles his tonsils convincingly"

Moving through levels such as Karaokeville, Nashville and a particularly gothic Cathedral setting, it's obvious to any casual onlooker that this game is drenched by egalitarian bigotry, throwing scorn on all types of music regardless of race, creed or colour.

It's also blatantly clear to even my white-haired old grandmother (bless her) that this is in fact that arcade classic *Golden Axe* revisited, with Lemmy using his 'axe' in the way it was originally intended before Jimi Hendrix got his hands on the word. This isn't actually a problem, imitation being after all the sincerest form of flattery, and the humourous touches add an appeal that I always found lacking in the sword and sorcery version.

Lemmy can punch, headbutt, swing his guitar or use halitosis attacks, always assuming he's loaded up on cockles or Jack Daniel's first. By collecting magical Motorhead talismans he can unleash a devastating musical chord or summon up helpful demons, ranging from a tasty lass who distracts his opponents for a bit, up to WWF's very own 'Undertaker', who just plain kills everyone.

The characters are well animated with Lemmy rattling his tonsils convincingly, and the bad guys range from a slick-haired Japanese businessman to a clubfooted inbreed called Clint. When killed they either melt away into a sticky pool or get burned into charcoal with a surprised look that's a joy to behold. End of level sub-games – such as bike rides, hippy bashing and beer guzzling – break up the stages and supply a bit of variety.

For a game based so heavily on musical themes the sound is pretty crappy, with plinkety-plonkety themes that only seem fit for Karaokeville. How hard can it be to come up with a convincing heavy metal guitar sound? Still, despite that rather glaring flaw, *Motorhead* isn't at all bad. It's no instant classic but it's a bit of a laugh, and at the reasonable price of sixteen quid (middle-quality games at middle-quality prices! At last!) you could do much worse than spending an evening with 'No Sleep 'Til Hammersmith' on your stereo and this on your Amiga.

● *MARK WINSTANLEY*

Lemmy just has to do exactly what you always do when you eat too many cockles.

UPPERS Smooth, humourous graphics and projectile belching together with leather and motorbikes make it a pretty good larf.

DOWNERS Naff sound all round is a bit of a let down. Probably too easy for devoted game players; I'm pretty hopeless without at least a week's practice but I still managed to glide through the first few levels.

THE BOTTOM LINE
A perfectly professional and fun game that's great if you enjoy hacking and slashing, with a few little diversions thrown in for good luck. What it lacks in originality it more than makes up for by being reasonably priced. Throw in the latest Motorhead LP as well and I'd say you've got a bargain.

71 PERCENT

This is the new Divine Intervention provided by the *Populous II* expansion disk. It's called a Fire Burst and it sends out streams of divine fire from your Leader. Smoky The Bear Says: "As you can see, when playing with fire it's wise not toast your own people."

Tired of ruling the ancient world? Bored by having to be a classical deity? Oh No! It's...

NEW FEATURE!
The shaded area in this Time Clock shows how much time has elapsed during a challenge.

At the end of the scale we have the 42nd challenge, with the code word carefully deleted on the explanatory screen.

POPULOUS II
THE CHALLENGE GAMES

Game: Populous II: The Challenge Games
Publisher: Electronic Arts
Author: Bullfrog
Price: £14.99
Release: Out now

So you can conquer all 1,000 worlds in *Populous II* and regularly thrash your mates blindfolded but still you want more? Then you obviously need therapy – and a copy of *Populous II: The Challenge Games*.

Here are 500 new worlds to play, with the added bonus of "stunning Japanese graphics and sprites" and 42 challenges. Oh, and a new Divine Intervention thrown in for good measure.

The 500 new worlds are just that. Big deal. Apart from new oriental visuals (ho hum), there's nothing innovative on offer – and certainly nothing you couldn't put together in a time-consuming sitting with the CUSTOM GAME option. No, I'm afraid it's standard expansion disk fare there.

"It's standard expansion disk fare"

The challenges on the other hand, all 42 of them, are more inventive and along the lines of 'Can you do this before the time limit expires but without that and the other ability available?' It's the sort of stuff I'd expect to see printed in magazines and not have to fork out 15 hard-earneds for, only it'd be tricky to create these challenges on the standard *Pop II*.

The first handful of challenges are easy peasy lemon squeezy tutorials (with a HINT for the complete divs) to the point of being condescending. For example, in the very first challenge a lone subject wanders aimlessly on a small plot of basalt. You have approximately 30 seconds to realise that in order for at least 10 per cent of your population to survive, the only option is to vegetate the land and get sprogging pronto (although how you're going to manage that with only one little chap, I'm not too sure) to win.

In Challenge Number Two, it so happens that your chaps have erected walls to form three sides of a square. An enemy hero's attacking and he can stroll straight in and pummel your people. What should you do with that gaping hole?

Challenge Three: A tidal wave will wipe out your tribe unless you can move the people and ensure that at least 10 per cent are saved. By the time you reach Challenge Six, the HINTs have dried up and your people have an impending sense of doom. Maybe it would be wise to move them. Why? Their tiny settlement suddenly bursts into flames. Oh dear. Get the idea?

The challenges get tougher, with more tidal waves and having to boost your people's morale after their leader's popped his clogs. But the time limits stay tighter than a fish's bottom.

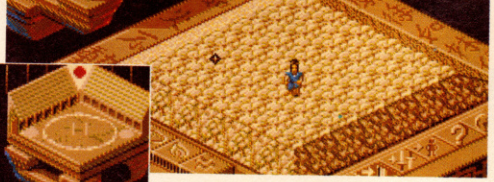
In some ways it's a bit like having an Action Man ("It's NOT a doll.") and buying extra kit for him.

Fiddling around with icons at high speed isn't a bundle of laughs. There's too much disk accessing, too, which hardly befits these time-sensitive challenges. It seems as if more time is spent waiting between challenges than is actually spent playing them. It's a bit cack, really.

Come to think of it, I never did fancy *Populous*' interface much. And I certainly never got off on the restrictions imposed. That's like learning to drive a car and then someone saying: wouldn't it be fun if you had to drive blindfolded? Or with no brakes? No, it wouldn't.

Populous II: The Challenge Games gets right up my nose, and you must be a *Populous* pervert if you'd pick it.

● *GARY PENN*



The first of the 42 challenges is this: a single, small plot of land which is incapable of sustaining life... until you lend a helping hand.

Left: And here's the second of those 42 challenges.

UPPERS Pretty new graphics, and some stuff you couldn't do with the original game and a bit of spare time.

DOWNERS...but not very much, really. It's a lot of money to pay for something you could mostly do yourself.

THE BOTTOM LINE
Add-on-vantageous antics for *Populous* pickers only.

49 PERCENT

NICKY BOOM

Scrolling platform games are

ten a penny, but this one costs 26 quid. So is it worth it?

Game: Nicky Boom
Publisher: Microids
Author: Dominico Manfredi (Program), Alain Lambin (Graphics & Animations, Sounds & Musics)
Price: £25.99
Release: Out now

Nicky Boom. That can't be his real name. I think it must have something to do with his penchant for all things explosive. Quite why he spits apple cores and assorted other fruits though, is beyond me. Perhaps it's a funny French joke.

No, you don't want to know the story. Fine. Nicky's grandad's being held by a wicked witch. She's forcing him to show her his special secrets, but he won't. Nicky must find the witch's den and save the old fella pronto. There. What did I tell you?

Nicky Boom's pretty – sorry, ugly – standard fare. Platforms + Ladders + Monsters + Special Scenery + Shooting + Jumping = Nothing New. And the bombs don't even play much of a part!

Alain Lambin must be a member of the Burning Pants Club, for they are surely on fire after his claim to be an artist and a musician. The man has been given a lot of colour to play with and he's obviously not afraid to use it. Extraneous detail abounds, too, and it doesn't make for a pretty picture. The music's bland and unsuitable, and the spot effects are nowt special.

"It doesn't make for a pretty picture"

Left: A fish, yesterday.

'Exciting' action from level four of *Nicky Boom*.

To its credit, there are many hidden features. Digging through the mud to discover ladders and bonus points is alright. There's little else worth discovering though. *Nicky Boom* is the sort of average fare played by the likes of Mean General Ordinary who lives at Mundane MiddleOfTheRoad.

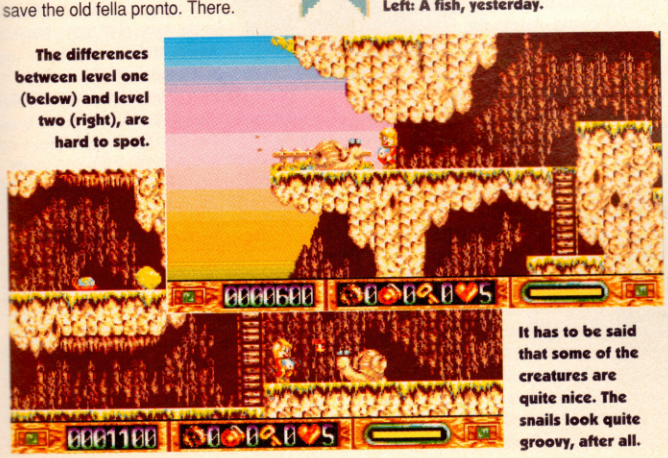
The eight lengthy levels each come with a code, so you don't have to endure previously completed ones lest you fluff it, but there's little chance of that anyway. The difficulty curve must have come free with a packet of Cornflakes. My dog, Stumpy, finished it in half a day.

There are only two taxing aspects of *Nicky Boom*'s playability. One is the tedious task of having to fall into unknown territory only to find an inch of deadly water below. The other is some of the enemy characters shooting bullets in Nicky's direction. Now they at least present a challenge. Otherwise, it's pretty much like talking a leisurely stroll through the countryside, throwing old fruit at anything animate.

Nicky Boom won't blow anyone away, that's for sure. I can't help feeling sorry for it, like something the cat's brought in which has to be put it out of its misery.

● *GARY PENN*

The differences between level one (below) and level two (right), are hard to spot.



It has to be said that some of the creatures are quite nice. The snails look quite groovy, after all.

(ALLEGED) GREAT THINGS TO COLLECT IN NICKY BOOM

When Nicky picks up any of these he says "Bobalob!" or "Oh God!", I'm not quite sure.

MEGABOMB Throw it in the air where it explodes, killing everything on screen and destroying weak platforms in the process. It can sometimes act like a bomb.

BOMB Blows open certain areas of scenery and creates new ladders from Wobbly Up Things.

KEY It – no! – opens doors! Sometimes though, Nicky has to tweak a special knob to open a door.

HEART Takes a sicky Nicky's energy to the max.

LOG Nicky shoots logs when he picks up one of these. Logs are used to create bridges in special places.

BONUS POINTS THINGS Dreary looking jewels and food mainly. Yawn.

WOBBLY 'UP' THINGS You can't pick them up but you can blow 'em up so a ladder pops up.

TELEPORTER No! Transports Nicky to a new area of the landscape!

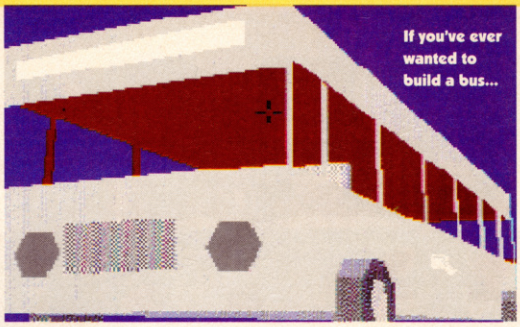
UPPERS It's almost suitable for younger players...

DOWNERS ...but not quite, because of the tricky big monsters. Pukka players will be bored.

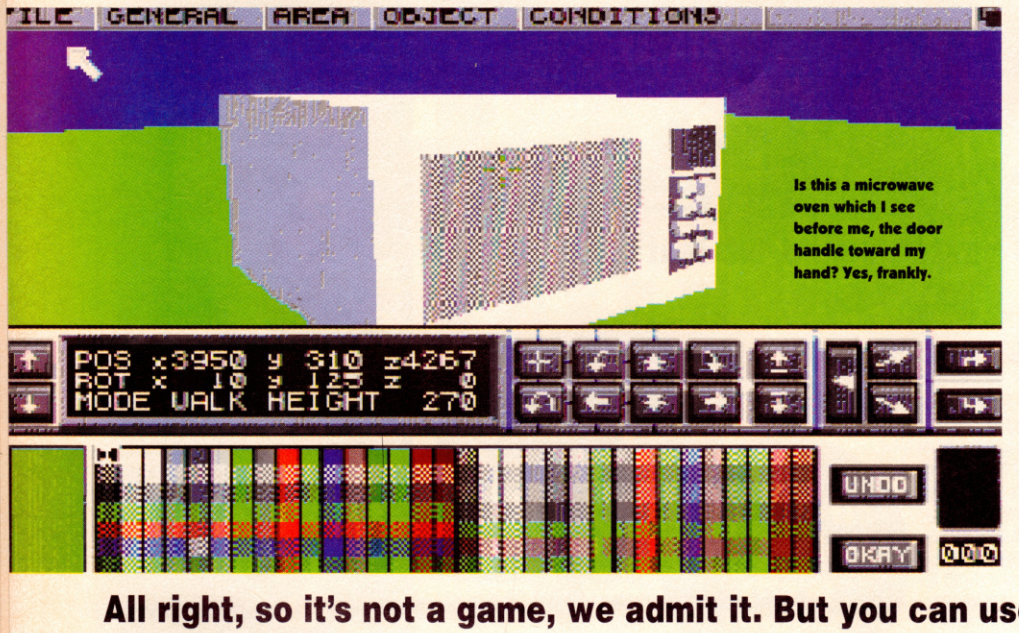
THE BOTTOM LINE
BADOOMPH! That's the sound of *Nicky Boom* falling between two stools. You can take it or leave it really.

50 PERCENT

Game: 3D Construction Kit II
Publisher: Domark
Author: Incentive
Price: £49.99
Release: Out now



3D CONSTRUCTION KIT II



All right, so it's not a game, we admit it. But you can use it to create 3D games.

Quite who this review is addressed to, I'm not sure. If you're interested in writing 3D games without actually writing them, the chances are you'll already have found out about *3D Construction Kit* and tracked down a copy. And, if that's the case, you'll have been informed about this new version through the user club, perused its list of improvements and quite possibly sent off for an upgrade. So, er... hello? Is anyone listening?

3D Construction Kit II is more of a utility than a game. (But what the heck, eh?) With it you can build a 3D world by sticking together lots of cubes and pyramids and colouring them in, and then wander around the results to your heart's content. Those of sufficiently robust constitution can go a step further, using the terrifying Freescape Programming Language to add animation, room-to-room movement and puzzles, to turn their 3D world into a 3D game.

But you could do all that with *3D Construction Kit*, the program's forerunner, which was reviewed in issue 2 of AMIGA POWER. (By me, funnily enough.) How does the sequel improve on it?

Well, basically by tacking on lots of new features. There's now a comprehensive and very serviceable sample editor for adding sound effects to your games. There's a facility for moving around your game on autopilot, a bit like playing a video. The horribly complicated programming side of things has been made even more horrible and complicated, which will come as good news to people who know what parameter types, object manipulation and structured programming are. You can now put spheres into your games, as well as cubes and pyramids. And you also get a disk full of clip art – ready-made objects like pianos and buses for you to play around with. There are countless minor additions too, but you'll forgive me if I don't list them all. (They are, after all, countless.)

The sample editor has quite a selection of features and enables you to add exciting sounds to your 3D creations.

My review of the original *3D Construction Kit* was pretty favourable. I gave the package 80%, on the grounds that it achieved exactly what it set out to do, and that I had lots of fun playing around with it. I did have three main reservations, however: the sluggishness of the graphics, which made the process of creating a game more and more painful as you add more bits to it; the price; and the useless manual.

Unfortunately, only the last of these problems seems to have been rectified in the new version: the manual is now all rightish, with some good jokes (although the early copy I saw didn't have an index – tch). That means the package still costs £50, which is enough to deter everyone but the most serious McAlpine wannabe. And the graphics are still horribly slow. I realise there are limits to what the Amiga can do, but I don't think two or three frames per second (at best) and two or three seconds per frame (at worst) even begins to approach them. If I was working on a sequel to *3D Construction Kit* I'd have streamlined the guts of the thing first, and left the extra bits and pieces till later.

And now for the tricky bit. Coming up with a mark to stick at the end of a game review is a pretty arbitrary process, mostly based on gut feeling, a comparison with existing rivals, and a quick poll of the rest of the team. But *3D Construction Kit II* is a lot more serious (and expensive) than your average game, it has no rivals, and the AMIGA POWER team have made it quite clear that I'm on my own with this one. So I'll try to be scientific about it. I'll start with the 80% I gave the original. I'll add on 8% for the extra stuff that's been included, and the improved manual. I'll knock off 5% to allow for the ravages of time, bearing in mind that what's underneath is basically the same thing I was looking at eighteen months ago. And a nominal 3% can go as a protest for the refinements that could have been made, but weren't. Does that sound fair?

● *JONATHAN DAVIES*

"It's a lot more serious than your average game"

THE BOTTOM LINE

Compared with the original product, this is an improvement in many respects, but a sideways step in others. And viewed in isolation, it's a neat – but expensive – way to create 3D games.

80 PERCENT

This level is fun to solve but tedious to complete. The builder has to make ladders all the way to the exit in the monster's mouth.

LEMMINGS DOUBLE PACK

Let's go! Another chance to save those wretched rodents from their own stupidity.

Game: Lemmings Double Pack (Lemmings & Oh No! More Lemmings)
Publisher: Psygnosis
Authors: DMA Design
Price: £29.99
Release: Out Now

Ah yes, *Lemmings*. What can you say about one of the most talked about games (aside from the rather dull *Streetfighter II*, that is) that there's ever been? Unless you've been living in a cave for the last two years or so, you'll know all about these lemming things. They're the small pink Scandinavian rodents with green hair, that wear blue sweaters and march about the place with scant regard for their own personal safety. Your job, as you probably well know, is to save them from their own stupidity and return them home unscathed.

The idea of rescuing these irrational creatures never appealed to me before. It just seemed a rather tedious waste of my precious time. But I agreed to give it a go anyway and within five minutes I was completely hooked.

The new 'limited edition' double pack features both the original game and the *Oh No!...* data disk. So let's deal with them one at a time.

Lemmings is great. The learning curve is almost perfect, leading you from easy-peasy 'this is how to play the game' screens, through to the most fiendishly difficult puzzles without you actually noticing the transition. I have only one slight niggle. For me, the fun is in the solving of the puzzle – working out which of the many different classes of lemming will be needed to build a route to safety for the others. I find the actual digging of tunnels and building of bridges quite tiresome – once I've solved the puzzley bit I want to do the next one rather than go through all that pointing and clicking.

Even the simple levels look good. This one has a *Shadow Of The Beast* vibe.

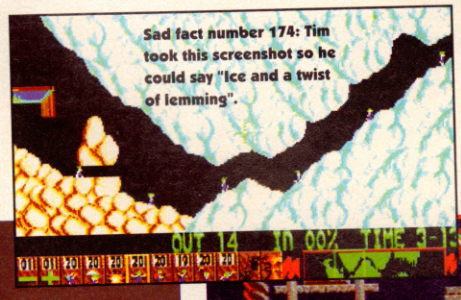
"Within five minutes I was completely hooked"

Oh No! More Lemmings is an altogether different kettle of, er, rodents. As we said in issue 9, the difficulty curve is abysmal. The first 20 levels are so simple, even a lemming could do them. Simple enough, in fact, that anyone who bought the disk as a supplement to the original *Lemmings* will have felt a little cheated.

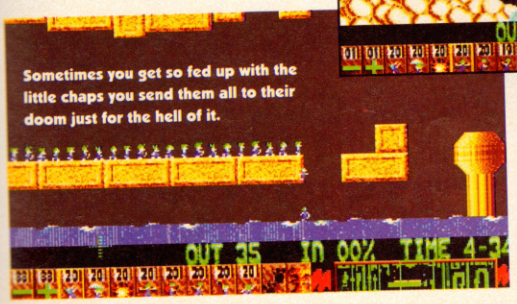
Level 21 is quite challenging and I was glad that things were beginning to pick up a bit. At five o'clock, I arrived at level 22. Stuart, who was looking over my shoulder at the time, let out a hearty Gaelic chuckle. "You'll never do the next one," he said. "In fact, if you can do it by six o'clock I'll give you my entire month's wages." His £3.50, sadly, was safe. I'd worked out what I had to do within ten minutes, but it required pixel perfect positioning of my builder lemming and by six I still hadn't managed it. It was the old problem again – the puzzles are fun to solve but getting the wretched creatures out can be a chore, even when you know what you have to do.

If you haven't already, you really should give the little lems a try, though. The double pack gives you the *Oh No!* extra levels for when you've exhausted the possibilities of the first lot, even if 20 of them are a waste of space. At £29.99 it doesn't represent the best ever value for money – both the games are a bit old now. But there is a free demo of *Bill's Tomato Game* thrown in, in case you've lost your AP20 coverdisk. (Or something).

● *TIM NORRIS*



Sad fact number 174: Tim took this screenshot so he could say "Ice and a twist of lemming".



Sometimes you get so fed up with the little chaps you send them all to their doom just for the hell of it.

But in the end, you just can't help trying to save them.

UPPERS The original save-'em-up hasn't lost any of its charm or appeal. The puzzles are fun and the addictiveness of the game will waste many hours of your life.

DOWNERS The first twenty levels of *Oh No!...* are ridiculously simple. Some of the puzzles, once solved, are a chore actually to complete. Both games are a bit long in the tooth to justify the high price tag.

THE BOTTOM LINE

Ace puzzley fun. Even with *Lemmings 2* on the way (it's due in February '93) it's well worth a crack.

81 PERCENT

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OUR BRILLIANT YEAR

Just when you thought 1992 was over, AMIGA POWER trawls it all back up again

A year is a wonderful thing. It's got 52 weeks, four seasons, and 12 lovely issues of AMIGA POWER. After a game-packed year there's nothing we like better than to round up our own personal top 10 games of the year. And so, this being the end of the year and all, that's exactly what we've done. But first, a whistle-stop look at the nominations for all the games released in the year they were all calling 1992.

THER WORLD | APIDYA | BATTLE ISLE | BC KID | BLACK CRYPT

CAESAR | CIVILIZATION | CRAZY CARS III | CYBERNETIX | D/GENERATION

ADNAUGHTS | DUNE | DYNABLASTER | GRAHAM TAYLOR... | HARLEQUIN

UAR XJ220 | LEGEND | LOCOMOTION | McDONALD LAND | MEGAFORTRESS

KEY ISLAND 2 | NO SECOND PRIZE | PARASOL STARS | PACIFIC ISLANDS | PINBALL DREAMS

ALL FANTASIES | POOL | PUSHOVER | PUTTY | SENSIBLE SOCCER

CE CRUSADE | TITUS THE FOX | TRODDLERS | WIZKID | ZOOL

So that's the nominations, but who voted for what? Without further ado, let's dive on in and find out exactly what each of our reviewers voted as their top 10 games of '92.

MARK RAMSHAW

"Not as many obviously crap games as last year, though the number of real top notch titles is fairly limited. Originality and console-style stuff seem to be jostling against each other – let's be honest, the likes of *Wizkid* could never appear on a console system. Then again, only the Japanese could come up with a concept as beautifully simple as *Dyna blaster*. Another healthy year, though the arrival of the A1200 machine is going to make the coming year *really* interesting."

TOP 10

1. Dynablaster
2. Monkey Island 2
3. Sensible Soccer
4. Crazy Cars III
5. Putty
6. Legend
7. Wizkid
8. Another World
9. Apidya
10. Pinball Fantasies

STUART CAMPBELL

"A year much the same as last year, really – lots and lots of games, but only a few that really grabbed my attention for more than a few plays. What I did enjoy seeing was a few brilliant 8-bit game ideas being resurrected with 90s-level execution, most especially *Dynablaster*, *D/Generation* and *Locomotion* (which just fell off the bottom of my list), some real originality in the likes of *Wizkid* and *Putty*, and some wonderful realisations of some old standards, like the football game, the scrolling shoot-'em-up and the sprite-based racer."

TOP 10

1. Sensible Soccer
2. Crazy Cars III
3. Apidya
4. Dyna Blaster
5. D/Generation
6. Harlequin
7. Wizkid
8. Pinball Fantasies
9. Titus The Fox
10. Putty

JONATHAN DAVIES

"1992 was alright, I suppose. As usual, I wasn't allowed to play any of the good games – to compile my top 10 I had to hide under my desk in the evening and then sneak out after everyone else had gone home. It was quite a revelation, I can tell you. There were definitely less wargames than in 1991, which was nice."

(Okay Jonathan, we promise to give you some nice games in the coming year. We're really sorry about all those wargames. We really are. – The Team).

TOP 10

1. Zool
2. Putty
3. Sensible Soccer
4. Wizkid
5. Dynablaster
6. Pinball Dreams
7. Jaguar XJ220
8. Monkey Island 2
9. D/Generation
10. Dreadnaughts

ADAM PETERS

"Just like any other year, this year's seen the release of a few really brilliant games (including these ten), together with large numbers of both half-decent and totally sad games. Amiga programmers are starting to fight back against the consoles, producing 'console-style' games with 'Amiga-style' gameplay (*Zool*, *Wizkid*, etc). The fight is on. The really weird thing about 1992 has been all the football games – most of them really terrible. Thankfully a select few really stood out, including *Graham Taylor's Soccer Challenge*, and of course *Sensible Soccer*. Pity about all the other ones, though."

TOP 10

1. Sensible Soccer
2. Zool
3. Wizkid
4. Titus The Fox
5. Crazy Cars III
6. Space Crusade
7. Graham Taylor
8. Troddlers
9. Apidya
10. Pool

GARY PENN

"I think it's sad that some of the best stuff was converted from consoles. Where is Amiga creativity? 1992 was a very average year, with loads of overrated crap dominating the magazines and charts. I found it very difficult to do actually come up with a top 10 – I wouldn't really think of 10 games I enjoyed all that much on the Amiga. I really don't think next year will be any better."

TOP 10

1. Dynablaster
2. BC Kid
3. McDonald Land
4. Wizkid
5. Parasol Stars
6. Harlequin
7. Black Crypt
8. Pinball Dreams
9. Locomotion
10. Monkey Island 2

TIM NORRIS

"Sorry Gary, but I think we've seen quite a bit of really great stuff this year. Quality has been high, and there's been a broad coverage of all the different game genres. We've certainly seen one or two real corkers (classics, even), although as one of the new kids around here, I feel I really ought to say that we vastly overrated *Sensible Soccer. (You are, in a very real sense, completely and utterly fired. – Stuart)* Overall, I'd say I've enjoyed enough of the new games for this to be counted as a pretty good year, although I wouldn't as far as to say that it's the Amiga's best year yet. I'm looking forward to seeing the A1200 stuff next year – that's when it's really going to get exciting."

TOP 10

1. Pinball Fantasies
2. Putty
3. Wizkid
4. Dynablaster
5. No Second Prize
6. Sensible Soccer
7. Legend
8. Pacific Islands
9. Crazy Cars III
10. Apidya

RICHARD LONGHURST

"In the action stakes, stuff like *Zool* is zooming ahead in leaps and bounds. But on the graphic adventure front, frankly I've been disappointed. Most people not having hard disks is restricting development. Too many good games are ruined by excessive disk accessing. I don't really think there's been too much in the way of originality – *Wizkid* is a bit of an exception really. Maybe once the A1200 is established, then hard drives will become a more popular accessory – they're going to need it to handle all the extra graphics and stuff."

TOP 10

1. Civilization
2. Monkey Island 2
3. Legend
4. Dynablaster
5. Dune
6. D/Generation
7. Battle Isle
8. Pacific Islands
9. Zool
10. Megafortress

DAVE GOLDER

"The year has been a bit like watching all four series of Blake's 7 in one go – fairly entertaining in places, but pretty much devoid of any original ideas. *Putty* provided a shock ending to the year, though (again, just like the series) by actually not being a sequel or the latest attempt to emulate *Lemmings* or find an Amiga answer to *Sonic*. Next year should be better – the A1200 will hopefully encourage companies will produce some games that take advantage of its increased capabilities – though more likely we'll probably get all the same old stuff again, only a bit faster and a bit prettier. Ho hum."

TOP 10

1. Pinball Fantasies
2. Putty
3. Pinball Dreams
4. Cybernetix
5. Parasol Stars
6. Pushover
7. Monkey Island 2
8. Dynablaster
9. Caesar
10. Legend

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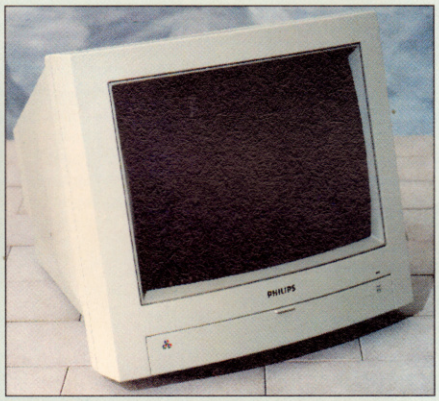

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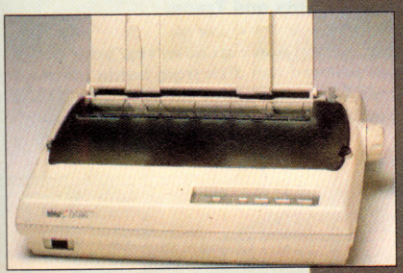

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BUDGET

Just when you thought it was safe to go to the Letters page, it turns out there are still more great reviews for you to read. The idea with these budget things is that you get more for your money. But do you? Read on...

Bill didn't think he'd ever get the alien dance team ready for the big competition.

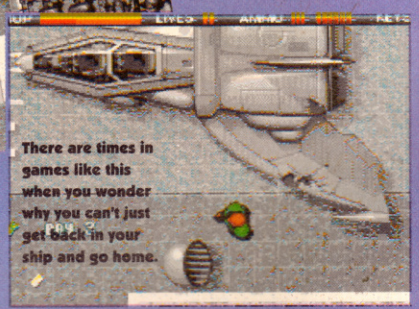
ALIEN BREED SPECIAL EDITION '92

Publisher: Team 17
Price: £10.99
Release: Out Now

Scary Giger-influenced monsters, hostile planets, and butch space marines. Sounds familiar? *Alien Breed – Special Edition*, doesn't that ring a bell? Doesn't that sound suspiciously like Aliens Special Edition, that other re-released story of dripping corridors echoing to the screams of the dying and the staccato blasts of large-calibre weaponry?

1991's *Alien Breed* is now out on budget, but why is this 'special', as opposed to just being re-released? According to Team 17 they've taken this opportunity to iron out all those quirky, annoying little defects that caused people to comment 'Yeah, I like it, but there is this one thing...' the first time around. This version boasts twelve new missions, a password system, faster running speed and better game maps. But we've all heard this kind of blurb before and been let down, so how does it stand up to close scrutiny?

NOOOOO! DON'T GO THROUGH THE DOOR! Exciting stuff, this.



There are times in games like this when you wonder why you can't just get back in your ship and go home.

Extremely well in my opinion, but there again I loved the original, and there's nothing radically different in this version for me to change my opinion. Booting up presents you with a film poster advert for *Alien Breed 2* (complete with a PG rating), and a preview of another game. Blimey, all you need is your brother serving popcorn, chewing gum stuck to the seat and Pearl and Dean advertising and you've got your very own cinema experience!

Slapping in the other disk takes mere moments and then it's action all the way with no further need for disk swapping. For those who missed *Alien Breed* the first time round it's one of those games where you're a squaddie sent in to see why a remote research base has stopped transmitting, only to discover the place is seething with nasty xenomorphs, not entirely dissimilar in fact from Jim Cameron's now legendary claustrophobia-fest. Okay, let's admit it, *Alien Breed* IS Aliens – The Game, only without the licence. Good fun with one player, the game comes into its own with two player mode. For one thing two guns are always better than one when your view of the world consists of gleaming black exoskeletons, but better than that you can shout 'Hudson run a bypass!' and 'Let's Rock!' at each other. With a mission for each level, a surprising degree of strategy is required as there's only a finite number of keys to open a lot of doors. You can actually shoot open the doors, but it burns up your ammo supply. The base computer supplies you with equipment updates as well as maps and other information, but you can't play *Pong* on it any more – swizz! There's not much variation in gameplay, but it's still enough to keep you coming back, and as for atmosphere, well, if you don't get stressed when the sirens start and you've only got sixty seconds before the generators blow then you're probably watching Eldorado and not playing the game at all.

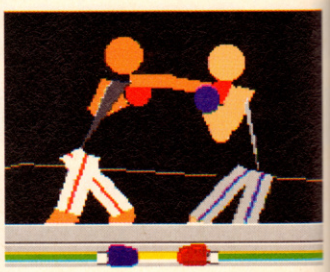
● *MARK WINSTANLEY*

Hello, I'm conducting some market research. Would you mind just answering a few questions?

THE BOTTOM LINE

Great sound and graphics, hard but fun to play and heaps of atmosphere. Just like the un-tweaked *Alien Breed* really. I'd have bought it without hesitation at the original price so it's even better on budget. A must buy.

83 PERCENT



So let's get this straight – this is polygons boxing in 3D, right? Be serious.

4D BOXING

Publisher: Mindscape
Price: £·14.99
Release: Out now

Theoretically, it should be possible to make an exciting and addictive boxing game. *Street Fighter 2* has proved that beat-'em-ups can be stonking (whether the gameplay will translate to the Amiga is yet to be seen), but all attempts have fallen short of the mark. Unfortunately, this is about the worst I've ever seen.

It's a 3D boxing game. Where they got the other D from in the title I don't know – perhaps they're referring to the fact that it takes place in time, the fourth dimension, but doesn't every game? The action (or lack of it) takes place in a fully rendered 3D environment, with the boxers themselves being 3 dimensional 'objects'. The advantage of this is that you can see the action from various different viewpoints. During the match, you use the function keys to step through a number of 'virtual camera' angles.

Now this would be great, and probably tremendously exciting, if it wasn't for the fact that all this 3D rendering makes the game unfeasibly slow and terminally dull. You're not even sure at first if you're having any effect on your man at all, as he drags himself painfully across the ring and stumbles towards his opponent, taking a few laughable swipes in the process.

You can lower the resolution of the graphics, make the screen smaller and speed up the frame rate, but apart from making the boxers look like something out of a Lowry painting with a cardboard box on their heads, it hardly improves the gameplay at all. Obviously when it first came out there was a certain novelty value in playing a 3D beat-em-up, but now it just looks dated. A potentially good idea, but it will need to be a lot faster and smoother to offer anything in the way of a good game.

● *TIM TUCKER*

THE BOTTOM LINE
I'd be disappointed if this was a PD game, so even at budget price it doesn't represent value for money. It's a shame that a lot of work has gone into something that is just not playable. Don't buy it.
29 PERCENT

4D SPORTS DRIVING

Publisher: Mindscape Classics
Price: £14.99
Release: Out now

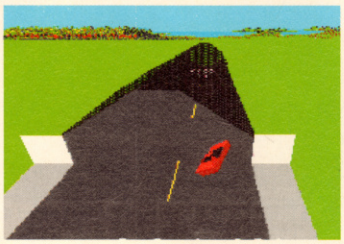
Just to get it out of the way and stop things getting repetitive and tedious later on, I'm going to get all repetitive and tedious now. Hang on, that can't be right. What I meant to say was, I'm going to get all of the *Hard Drivin'* references in this review in at the start, okay? *Hard Drivin', Hard Drivin', Hard Drivin', Hard Drivin', Hard Drivin', Hard Drivin', Hard Drivin'*. Right. Now on with the review.

This is a simulation of test-track stunt driving, using 3D polygon graphics, with an extra dimension thrown in on top, namely 'realism'. Oh, please. Of all the many things you could call this game, surely 'realistic' is just about the least accurate one of the lot, right? Right. So let's not have any more of this ridiculous '4D' crap. It was stupid in 1983 with *4D Time Gate* on the Spectrum, and it's stupid now. Sorry, back to the game.

Okay, so you need polygons rather than pretty sprites to carry off any kind of speed in a 3D game of this nature, but *4D Sports Driving* carries 'basic' to new depths. The scenery, er, isn't, the vanishing point of the perspective is about 30 feet in front of your car, meaning that objects go from invisible to taking up half the screen in one sudden lurch out of nowhere, and, er, your car doesn't have any wheels. Which, and you can call me perfectionist if you will, kind of spoils the illusion a bit for me.

It's not fast, it's not smooth, the disk swaps and accesses take forever, the control's far from perfect, it's twice the price of a normal budget game and your car doesn't have any wheels. How much fun do YOU think it is?

● *STUART CAMPBELL*



So let's get this straight – this is supposed to be a driving simulation in 4D? Be serious.

THE BOTTOM LINE
An inferior copy of That Other Stunt Driving Sim, obviously ported across from a machine that was altogether better suited to the job. Mediocre rather than dreadful, but mediocre's bad enough for me.
37 PERCENT

ACES OF THE GREAT WAR

Publisher: Mindscape
Price: £·14.99
Release: Out now

What ho Ginger, tally-ho and all that, time to take to the air and give Boche his due – it's a World War One flying ace sim. On loading, you're treated to a rather tasty intro sequence, with an atmospheric soundtrack over a sequence of digitised

THE DREAM TEAM

Publisher: Ocean
Price: £24.99
Release: Out now

The ultimate in late '80s and early '90s icons appear in one bargain pack. It's a parent's nightmare and a merchandiser's dream. *The Simpsons*, *Terminator 2* and *WWF Wrestlemania* – three games in one box. Have you got the lunch box/mug/rubber dolls/key-ring/annual/comic/video/t-shirt/poster yet? You have? Oh great, then you'll love this compilation so go out and buy it now – you obviously don't need to know whether the games are any good. Believe the hype – at your peril. But if you've got more sense than money, and you're not hooked on Hulk Hogan's muscle-bound antics, or Arnie's chisel-jawed posing, or even Bart's banana-skin yellowness, you need to know whether three games in one pack is a good buy. On the face of it you can't go wrong, but deep inside the box lie some unsavoury secrets and rather unwholesome games. Let's start at the bottom and work up. *WWF Wrestlemania* (35% AMIGA POWER 10) is the joystick wagglers dream, but that's as far as the gameplay goes. The ultimate cash-in on a craze, and the rather seedy side of the license game business.

And then there's *Terminator 2* (65%, AP6), a towering inferno of a film, but a rather damp barbecue of a game. It's an eight-level romp that sticks closely to the film's plot, but three of the levels are the same and it's not long before you've lost interest. A couple of the levels are daft puzzley things which don't really fit in with the grand destructive scheme of things, while the shoot-outs and fights just don't hit the mark. And if you need another reason for disliking it, it's also too easy to complete.

Fortunately, Bart saves the day in more ways than one in *The Simpsons: Bart vs the Space Mutants* (83%, AP5). It's a terribly enjoyable five-level platform game which sees Bart and family scooting around town in an effort to stop the mutants taking over. It's exactly the sort of game you'd love to hate, but for some inexplicable reason it provides plenty of innocent, and really rather entertaining gameplay. There are plenty of enemies, several weapons to buy, and more than enough teasing little puzzles to keep the grey matter ticking over.

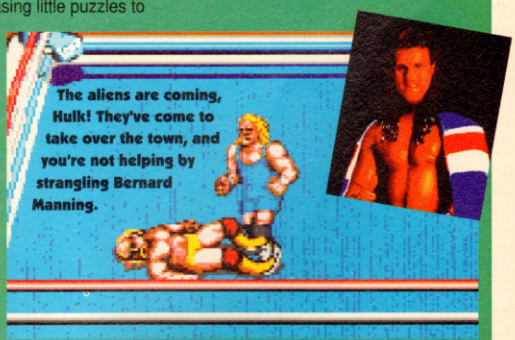
So there we have it. One enormous gobbling turkey of a game, one slightly smaller, but still gobbling quietly in the corner, turkey, and one proud pheasant which can proudly strut its stuff with the other decent games out there. It may well be worth waiting until *The Simpsons* is released as a budget game in its own right – at £9.99 it wouldn't be a title to sniff at. But, as Bernard Matthews says, two turkeys and one pheasant don't make a flock, a brace, a gaggle, a murder or a duck shoot (or anything else for that matter).

● *RICHARD LONGHURST*

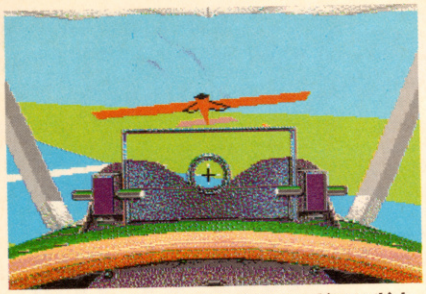
Watch out for T-1000's amazing extending neck Bart! Oh no, he's disguised himself as an alien, but which one is he?

And remember, children, Arnie is a specially-trained Austrian actor. Please don't try this accent at home.

Get to it Arnie. Use the special grapple hold on 'im and pin 'im on the caaaanvas.



THE BOTTOM LINE
One bad, one medium, one good. Not worth £25 when all's told, you'd be much better off buying a single decent game that you really want, or waiting for *The Simpsons* to come out on budget on its own.
51 PERCENT



Tally ho, chaps, let's give Harry Hun something to think about, etc... you know the drill by now.

images of fighter planes from the great war-to-end-all-wars. Whoever wrote this game is seriously into it – the manual gives you all sorts of embarrassingly thorough information on what planes were used, the pilots that flew them, the guns that they killed people with and even the propellers on the front for God's sake.

The game itself is a 3D flight sim dressed up in First World War garb. On loading you are presented with a menu from which you can choose various parameters for your flight. If you register yourself as a flyer then you can keep track of your record as a fighter pilot, amassing a set of statistics on missions accomplished and kills made. Being a 3D affair, it takes a fair bit of memory, so if you're short of this you can turn off sound effects and give the ground detail less definition.

You can choose to be an allied or German pilot, and you get to choose your plane too. You control your flight using the mouse, joystick or computer keyboard. The mouse is the most responsive method, but if you're playing two player mode one of you has to use the keyboard. Two player mode is fun, with you either choosing to fight cooperatively or have a dog fight against each other.

The flying itself is good enough. You fly around, shoot things and get shot at – what more is there to say. If you want to go on a campaign you get given a mission to accomplish, like shooting down a bridge in France. There's a suitably First World War atmosphere to it all, but in other respects it's an average flight sim.

● *Tim Tucker*

THE BOTTOM LINE

Sadly, it's altogether fairly average really. If you're really into all this leather helmeted stuff then you need help – er, sorry, I mean you might like it. It's been done better elsewhere, and *Knights of the Sky* is worth the extra money any day.

58 PERCENT

CRAZY CARS II

Publisher: Fox Hits
Price: £9.99
Release: Out now

If you'd read Mark's highly favourable review of *Crazy Cars III* in issue 16, you'd be forgiven for imagining that *Crazy Cars II* was also pretty good. Two-thirds as good, possibly. (You might also wonder who '???? ??????' was...) But you'd be horribly, horribly mistaken.

The road in *Crazy Cars II* is actually quite good, especially with those telegraph wires that run down the side of it. (It's a bit of a shame it scrolls at exactly the same speed whether you're travelling at 2 mph or 200 mph, though.) Your progress down it is hampered by police cars, who try to run you off it. At first I thought they perhaps suspected me of drink driving – not because I *was* drunk, but because the control system is so awful as to make driving in a straight line for more than a couple of yards an impossibility.

Even so, it wouldn't make much difference if the controls did work properly. There wouldn't be much to do with them. You just drive along the road, trying to stay away from police cars. This is about as interesting as, well, driving along a road trying to stay away from police cars. (I.e. not really very interesting at all.)

Crazy Cars II? The only crazy thing about these cars is, um... to be honest, I can't think of anything even slightly crazy about them.

● *JONATHAN DAVIES*

***Crazy Cars II* is that rarest of things, a game that was eclipsed by its sequel. But the sky's a nice shade of pink.**

THE BOTTOM LINE

This dates from the days when French games were greeted by nervous giggles from reviewers, and really shouldn't have been re-released at any price. It's certainly not the poor man's *Crazy Cars III*.

20 PERCENT

F-16 COMBAT PILOT

Publisher: Action Sixteen
Price: £9.99
Release: Out now

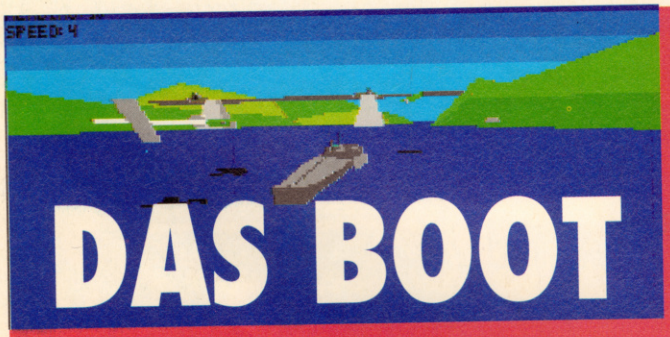
Flight simulators, what can you say about 'em? You take off, fly around, take pot-shots at bogeys and land again. Is there anything else to them? Well, yes actually, *F-16* crams in a bit of a campaign and probably succeeds in adding depth. But hold on there just a minute, what's all this 'probably' malarkey?

Well, initially everything looks utterly wonderful. You can peruse technical info, load up with your favourite weaponry and choose missions varying from a straightforward scramble to tank-busting and carpet-bombing (take that, vile Axminster!). There's even an option to link up two Amigas and have a go at your best friend. All this seems fine, but actually getting to play is a real pain, and only some of the blame can be palmed off onto the extremely brief and unhelpful manual. I just found it frustrating to play, even manoeuvring out of the hangar caused a few crashes, and once in the air I couldn't work out what half the displays did. Features like pre-planned flight paths seem a great idea, but I just couldn't work out how to follow them. Why is this? Am I stupid? *(Well, actually, comments have been made, but we were trying not to hurt your feelings. – Ed)*

All of this is a shame because this is a good simulator, it has a workable operating speed, a good feel and a wonderful night time view lit in atmospheric reds and greens. I realise that flight sims are meant to be realistic and challenging but they're also games and as such should be accessible and playable to even a newcomer, which this one isn't. So high scores for the simulationyness, *(And an instant sacking for that made-up word. – Ed)* take off some for its lack of user friendliness and add five for the two-player mode and plain old good value. That's, er... carry the three...

● *MARK WINSTANLEY*

A plane so simple, even the cat could fly it. All we need is to find ourselves a cat.



DAS BOOT

Run Silent, Run Deep. Above Us The Waves. Two fine submarine films, but not set aboard U-Boats.

Publisher: Mindscape
Price: £14.99
Release: Out Now

To watchers of those black and white movies where sweaty men tighten leaky pipes and listen to things going 'ping', submarine warfare is a familiar sight. A stop watch, a periscope and the ability to shout 'Dive, dive, dive!' seem to be the only qualifications needed to cruise beneath the icy grey ocean, and *Das Boot* lets you have a go without even those. It doesn't exactly make you feel that you're in command of a 1943 U-Boat, but at least it has a level of playability that's sadly lacking in many simulator games. A series of training missions and a well laid-out manual take you logically through all the sub sections *(Surely they're all sub sections? – Ed)* of the game, using controls that are pleasantly simple to operate. Most options can be mouse-driven, with only a few keys used. Once you've shot down aircraft and gone head to head with another sub, it's time to mess with the big boys.

There are five missions ranging from a Norway campaign down to blockade running in the Mediterranean. The action can be viewed from any 'camera' angle using shaded polygon graphics, and although the results are often a bit lumpy, it all runs smoothly enough for you to not mind too much.

I wonder, though, who this game is aimed at, as many sequences play like simplistic video games, which might put off historical games players, but not punchily enough to grab the shoot-'em-up types. It's a sort of strategy/arcade crossover and doesn't succeed on either count. The main problem though is that targets are few and far between, and apart from a few moments of action (which Das Boot manages admirably), submarine war seems incredibly dull.

● *MARK WINSTANLEY*

THE BOTTOM LINE

Submarine games aren't everyone's cup of rum-laced cocoa, and this one compromises depth and realism for improved graphics. It's more fun than strategic, and I don't really think that there's enough here to interest anyone but diehard wargamers.

55 PERCENT

LIFE AND DEATH

Publisher: Mindscape
Price: £14.99
Release: Out Now

Scalpel. 'Scalpel.'
Retractors. 'Retractors.'
Egg whisk. 'Egg whisk.'
Oops. Mop and bucket. 'Mop and bucket.'

There's no getting away from the fact, *Life and Death* is a novelty game, and the best, if not the only, way to play it is to get a gang of you together and take turns to get patients on the slab. Whoever gets one all the way through the operation and manages to sew them up with most of their internal organs on the inside should be given the title 'Hackmaster Supreme' and presented the complimentary rubber gloves and face mask.

This is a game of truly dubious taste, but seems to suffer from an extreme case of schizophrenia, as it takes itself far too seriously while at the same time being a load of nonsense. It's as if all the programmers thought they were working on a game to inspire potential Doogie Howsers everywhere, not realising how

Poor Bill was killed when a large piece of ornamental masonry fell on him.

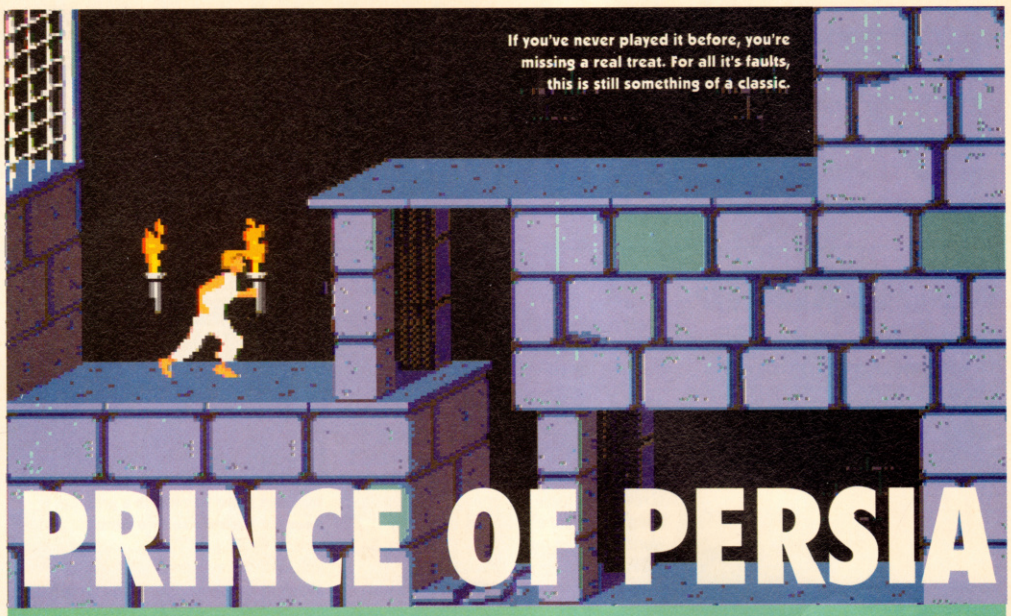
people would howl with mirth as their fifth patient expires mid-operation. There's even a glossy booklet charting the history of surgery which is deadly serious and informative, but has a cover featuring two lifeless feet complete with toe tag.

If you do get this game, and it won't be because of me recommending it, all I can advise is that you miss the anatomy lessons and just dive in. You poke and prod the patients a bit before guessing on a treatment, and if you're wrong and they buy the farm then no one seems to mind. Eventually you find one you can operate on, and before you can say 'malpractice' you're into the fun bit. Surgery is a team operation, you do the cutting , the nurse swabs, and the patient takes care of all that messy bleeding business. Kill 'em and what the heck, there's plenty more out there. A surgery sim game? Come on, get real.

● *MARK WINSTANLEY*

THE BOTTOM LINE
The perfect ingredient for a fun night in with your chums, but once it's back in the box I can't see this ever seeing the light of day again. The ultimate one-laugh wonder.

45 PERCENT



PRINCE OF PERSIA

Publisher: The Hit Squad
Price: £7.99
Release: Out now

So, it's back. The most format-ubiquitous game since *Marble Madness* kicks up its boots and goes back to its roots. I've seen about a million versions of *Prince Of Persia* now, on every machine you could imagine and a few you probably couldn't (the SAM Coupé?), and the weirdest thing is that they're nearly all exactly the same. From the Game Boy to the Mega CD, *Prince Of Persia* just never changes. So isn't that going to make it look a bit dated now, two years further on?

Well, yes, basically. It's funny, but when Mark handed me this and said 'There, a job you'll actually enjoy for a change, you miserable grumpy old celt', what I actually thought was 'Oh no, not this one again.' That, of course, is entirely my own problem, but playing *Prince Of Persia* a dozen times on various formats means that it's a bit of an open book to me – there isn't one little bit of it I don't know, and there isn't a single feature or flaw it can hide from me. There probably, then, isn't anyone better qualified to judge how it bears up as a game once the initial gob-smack delivered by the wonderful animation wears off. So here's how.

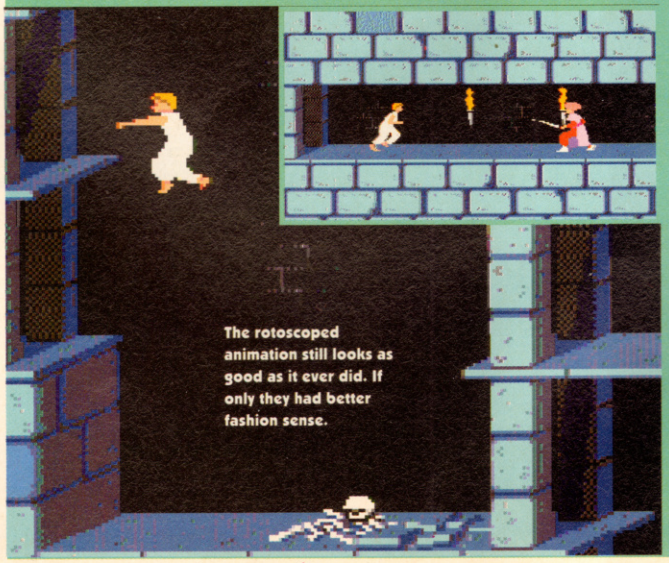
The first thing that really strikes you when playing *Prince Of Persia* is the lack of total control you have over your character. Most platform games these days allow you the finest possible precision over character placing, but *Prince Of Persia*'s control is actually more along the lines of *Dragon's Lair* (to take an extreme example). Once you're committed to a particular move, no amount of joystick-wrenching will interrupt your sprite until he's completed every last frame of animation, and if that means plummeting to his death down a bottomless pit, then so be it. You do get used to the slightly weird time-delay feel of the thing after a while, but that doesn't really alter the facts – this is still a game where you guide your character, rather than control him.

And then there's the repetition. Oh, sure, it's great fun leaping around for the first couple of levels, swinging from ledges and clinging on by your fingertips after death-defying jumps into thin air, but as the game progresses you don't really get anything else to do. There are more complicated mazes to negotiate, tougher guards to buckle your swash at, and a couple of minor extra features (like the guillotine traps), but essentially it's just lots more of the same against a tight time limit. Plug away, learn the layout of the levels, and you've cracked it. Of course, that's true about most games, but here the lack of Total Control means that unlike other games, there's very little room for those little mistakes that can make all the difference. In *Prince Of Persia* there's one right move for every situation, and if you don't make it, you've blown it.

But hey – we're not just here for the nasty things in life. *Prince Of Persia* IS stunningly animated, it IS amazingly atmospheric, and it IS damn good fun for a while. It's just not state of the art any more, that's all. Life, eh?

● *STUART CAMPBELL*

Of course, flying through the air is all fine and dandy, but there' no in-flight control.



THE BOTTOM LINE
A bit like the new Madonna album, it's a nice thing to have in your collection, but not something you'd really ever want to take out and play all that much. It really is showing the strains of old age, if we're being absolutely honest about it.

81 PERCENT

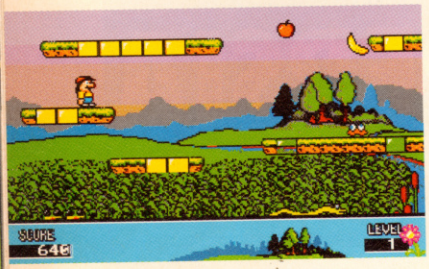
PD

If you want to pay less than a fiver for a game you don't have to buy a C64. *(Although if you want to pay less than a fiver for a computer you do. – Ed)* There's plenty of low cost software in the public domain and Dave Golder's the man to tell you about it.

WONDERLAND

Fortiss PD

The latest rage among PD writers seems to be to emulate console-style action. *Wonderland* makes a fair old attempt at copying the kind of inertia you get with



It's all a bit familiar, but spiffing platform fun nevertheless.

Sonic the Hedgehog – get your sprite (who, incidentally, looks not unlike Mario) moving and it's difficult to slow him down.

Wonderland is a place full of platforms which have tiles that light up when you move your sprite across them. So guess what the aim is? Yep, you've got to light the lot. In your way are loads of nasty blobby things, and believe me they do make life hard. Fruit flies about as if possessed – collect it for bonus points.

It's a simple premise, but it works exceptionally well. The graphics are cartoony and bright, the controls fluid and the gameplay fairly addictive. The levels are fairly spacious (going well off the screen) and there are enough surprises to keep it fresh for a few plays. Certainly worth checking out.

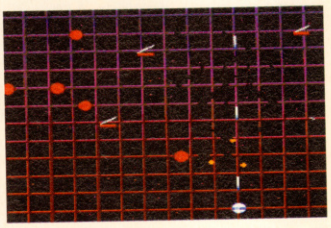
VERDICT: A respectable cutesy platformer that looks good and plays well. Rating: ★★★★

POD

Telescan PD

Who's for a bit of mindless violence, then? If it's a no-holds-barred, fast and furious blast-'em-up-like-they-used-to-make-them you're after then *Pod* is the business.

It's about as original as a Dannii Minogue cover version, but who cares? You whizz about in a little spacecraft that can fly up, down and side-to-side, and you have to blast away any alien craft that



We don't know why it's on a grid, but it does the business so who cares?

appear while avoiding their fire. They attack in waves, usually from above but occasionally, when they're feeling especially sneaky, from below as well.

The only real innovation is that this all takes place on a grid but this is pure aesthetics. It makes no difference to that gameplay style we all know and love.

It's nippier than a mosquito that's just finished fasting for lent, and you whizz through levels like a wild thing, especially if you're playing with a mate in two-player mode. There's an impressive range of aliens, each with their own attack formation, and they often combine to produce some real surprise levels.

Downside? The missiles are so tiny you can hardly see them, but other than that it's a bit too easy. You get an extra life for completing each level so you find yourself romping through with very little danger of dying. Still, sometimes, when you're really cheesed off, you need a long, satisfying blast to boost your ego a bit.

VERDICT: Back to the basics. If blowing up lots of alien ships in a frantic blasting extravaganza is your thang, *Pod* might not be the latest innovation, but it supplies the goods. Rating: ★★★

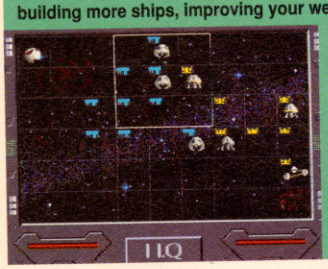
WAR

Fortiss PD, Shareware £5

This game is definitely more than the sum of its parts. Based on the not-exactly-revolutionary concept of intergalactic war, in this case between the Vegans and the Zardons (who are presumably carnivores), it's a mix of strategy and shoot-'em-up action.

A one or two-player game (in which case you compete against each other) the aim to wipe the opposition from existence. Play commences on a grid. Your base is in one corner, your opponent's in the other, and you both have a certain number of ships occupying squares. Each turn you can move your ships into adjacent squares where your flag will be planted (strange concept in a space game, but hey, I'm sure it's only meant to be symbolic). If you move into a square with an enemy flag it will become your territory.

The more flags you have on-screen the more resources you have. You designate resources to either building more ships, improving your weapons or bribing a third-party race into giving you some help in battle.



Intergalactic chess or Risk in space?

Oh, I haven't mentioned the battles yet, have I? Well, these happen when you or the enemy moves a ship into a square that's already occupied by an opponent's ship. They take place either in space or hovering just above a planet's surface. These are the shoot-'em-up sections, and they're pretty basic, though there are some nice touches, such as the use of sniper ships and the effects of gravity. If a ship manages to reach the enemy base, another piece of blasting action takes place as the attacking ship flies into the base, attempts to avoid enemy fire and plant a laser missile in the base's reactor.

Shoot-'em-up fun with neat graphics. It's not overly fast but it does the business in a well-worth-five-quid sort of way.

The strategy bits aren't overly taxing and the shoot-'em-up sections are far from the fastest or most exciting ever. But the elements combine to make a game that is quite engrossing. The graphics are above par and the presentation is excellent. Even the instructions are much better than you usually get.

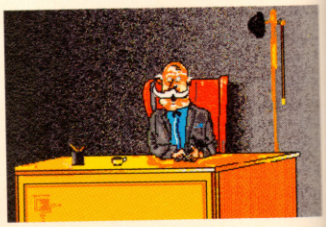
VERDICT: Two games rolled into one, and done reasonably successfully. Nice touches of humour. Not too sure whether it's worth a fiver though.★★★★

THAT'S NOT ON THE SYLLABUS

Software Expressions

The best days of your life? Are they kidding? School is hell, and it's the last thing you want to be reminded of when you finally escape the place. So this adventure is down-marked immediately for being based on such a dud premise: a text adventure (with a few piccies dotted about here and there) set in a school.

It is all done in a humorous style, and there's the odd surprise, but as an adventure it doesn't really hang together. Besides the dull location, the parser (the way you tell the computer what you want to do) is very unfriendly. If you want to do anything (pick something up, for example) you first have to type in the command, then press return, then type in what you want the command to act upon (eg, you have to type in TAKE, press return, then



A man with a seagull stuck to his top lip.

type in the object you want to take).

In the text the words break between lines so you often get one letter stranded from the rest of the word, which is just downright irritating. And there's no central thrust to the story: you can wander around for ages and achieve nothing useful.

Oh well, the pictures are pretty good.

VERDICT: Human Geography lessons are more exciting than this. Rating: ★

Addresses: TELESCAN , 1a Grantham Road, Handsworth Road, Blackpool ☎ Blackpool 22296. ● FORTISS PD, PO Box 2, Earl Shilton, Leicester LE9 8LU ● SOFTWARE EXPRESSIONS, 44 Beauley Road, Southville, Bristol BS3 1PY Tel 0272 639593

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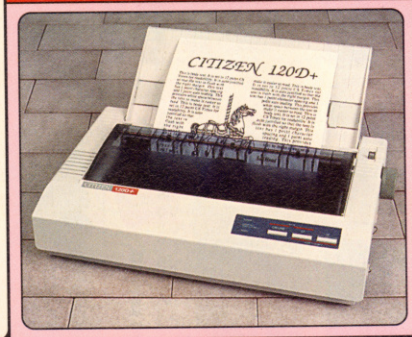

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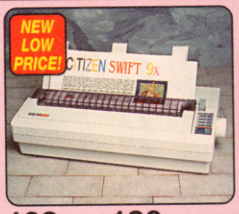

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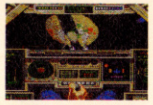
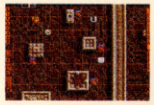
POINTS OF VIEW

Going by the theory that six heads are better than one, we present the bit where we agree to disagree.

	 WING COMMANDER	 CYTRON	TOMATO GAME	RAMPART	TROLLS	KGB	NIGEL MANSELL	GOBLIINS 2	ROBOSPORT	INDIANA JONES
MARK RAMSHAW	A1200 fun only ★★★★	Slick but tedious ★★	Neat and fun ★★★	Reasonable conversion of a great game ★★★	Colourful cute confection ★★★	Flawed but still marvellous ★★★★	Seen it all before ★★★	I like it lots ★★★★	Good fun but unwieldy ★★★	Hard drive heaven ★★★★★
STUART CAMPBELL	Haven't played it	All a bit dull really ★★★	Not bad, not great ★★★	Could have been done better ★★★	Quite good fun really ★★★	Haven't played it	Give me *Vroom*, any day ★★★	Yes please ★★★★	Not as good as *Laser Squad* ★★★	Haven't played it
GARY PENN	I think it's really boring – sorry ★★	Like a cheap *Paradroid* ★★	Bill's *DPaint* Game more like ★	Not bad for a knight (Haha) ★★	Haven't played it	Bring back Lenin ★★	As interesting as Nigel himself ★★★	Haven't played it	No-go sport, more like ★	Smart: only with a hard drive ★★★★★
TIM NORRIS	Haven't played it	Very whizzy ★★	Squishy fun ★★★★	Not as good as SNES version ★★★★	Cute and colourful ★★★	Atmospheric espionage stuff ★★★★★	Loved the Lichtenstein ★★★	Very irritating ★★	Haven't played it	Haven't played it
MARK WINSTANLEY	Haven't played it	Gauntlet with tanks – dull ★★	Great concept, great game ★★★★★	Ho-hum conversion of classic coin-op ★★★	Fast fun platformer ★★★★	Gorky Park – the game ★★★	Slick driving game ★★★★	Fun but flawed ★★★	Haven't played it	Haven't played it
TIM TUCKER	Haven't played it	Can't sustain interest ★★	Best game of the month ★★★★★	Good but could have been better ★★★	Good harmless platform fun ★★★	Great if you like this sort of thing ★★★	Full on Grand Prix thrills ★★★★	Good game, but can be a wind up ★★★	Haven't played it	Excellent fare from Lucas Arts ★★★★★

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NEXT MONTH

GET KRUSTY!

From the February issue onwards AMIGA POWER will hit the streets on the second Thursday of the month. This means that you'll have to wait another three weeks to read reviews of *Krusty's Fun House*, Domark's *Harrier*, *Gunship 2000* and *History Line*. We'll also have previews of *Darkseed* and many other potential smashes of 1993. It all happens in the swoonsome February issue.

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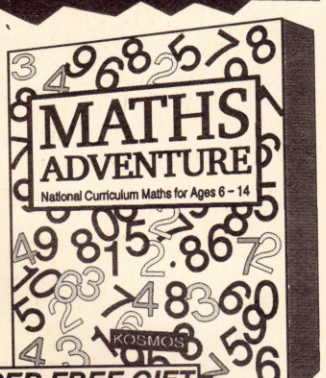

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** All 88 league referees included with true-to-life behaviour.*
** Built-in intuitive team editor, capable of entering new players and fine-tuning up to 32 parameters. Essential for the serious user.*
** Unique database-type search facility plus comprehensive data link giving access to additional, accurate, historical information on selected players. This feature may be further enhanced by the user himself.*
** More recording options: up to 36 matches always recorded IN FULL for instant full-scale replay, plus another 21290 match results and league positions going back 20 years, all instantly retrievable!*
** Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.*
** Three levels of commentary, from highlights only to ball by ball reporting. Plus mid-week transfer and fitness news.*
** Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!*

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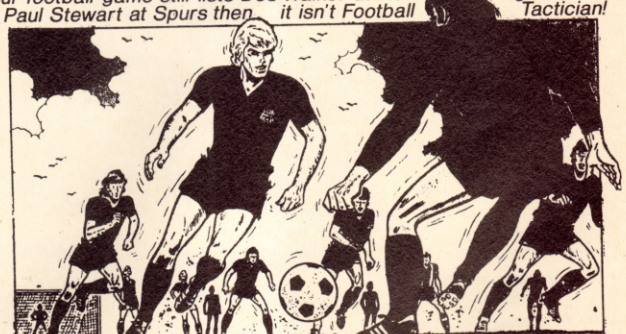
No known football game is more accurate! *FT2 is updated weekly: transfers, bids, injuries are recorded as they happen. If your football game still lists Des Walker at Nott ingham Forest or Paul Stewart at Spurs then it isn't Football Tactician!*



And now FT2 SCOTLAND! *Building on the success of FT2, we are proud to announce the release of FT2 Scotland. Comprising the Scottish Premier League AND First Division, it has all the unique characteristics of the original FT2, with of course the Scottish Cup, the SKOL Cup and all European Cups. This version of FT2 is the first ever quality game covering Scottish Football.*

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THAT WAS THE SHOW THAT WAS

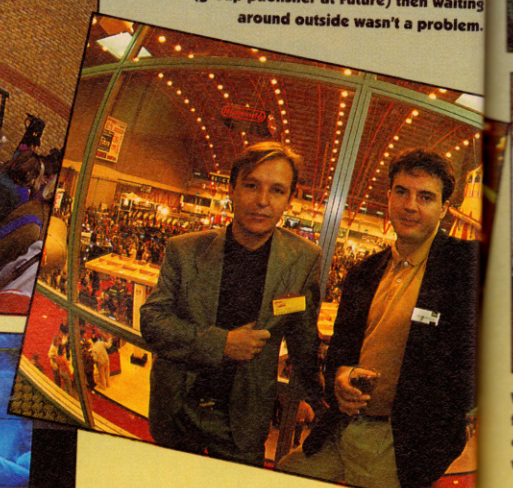
The Future Entertainment Show made even last year's mighty World Of Commodore event look mild. Attendance exceeded everyone's expectations – the show was so successful that an estimated 20,000 people were either turned away at the door, or warned away via press and radio. By Saturday, unless you had a ticket, there was very little chance of getting in. To help cope with its outstanding popularity, the FES is moving to a much larger venue next year – giving more people a chance to attend, and providing even more publishers with the opportunity to display their wares.

Along with the outstanding stands from all the major software companies, the show was also home to countless stalls for bargain hunters, Radio One FM live sessions, seminars from pretty much every Future computer magazine, and – of course – the National Computer Games Championship featuring such big titles as *Lemmings 2*, *Sonic 2*, and *Streetfighter 2*. The winner of the coveted £10,000 prize was Alan Brett, a 17 year old student, whose 8 hours-a-day practising sessions obviously paid off. The not-at-all-bad runner's up prize meanwhile went to Tony Eaton, a 27 year old gas fitter, who's now some £4000 better off.

But even if you didn't get through to the games finals, you couldn't help but be a winner. Practically every major game of the Christmas season was on show, and just about everybody managed to have a great, if totally exhausting time. We at AMIGA POWER, would like to say a big thank you to everyone who attended, and – hey! – see you next year.

"Attendance exceeded everyone's expectations"

The queues outside the show hall (and right round the block), were an early indication of just how successful the FES would be.



Of course, if you were one Mr Chris Anderson (MD of Future), or Greg Ingham (group publisher at Future) then waiting around outside wasn't a problem.

Who could forget the totally rocking National Computer Games Championship? Competition was fierce, but there could be only one. Alan Brett was the guy who walked away with the title, and £10,000 in his pocket. 'So what are you going to do with all that money?" we naturally asked. Stick supremo Alan replied: "Well, I only had a fiver in my bank account this morning, so I'm going to bung this in there too, and live on the interest." Now, why can't you be that sensible with your money?

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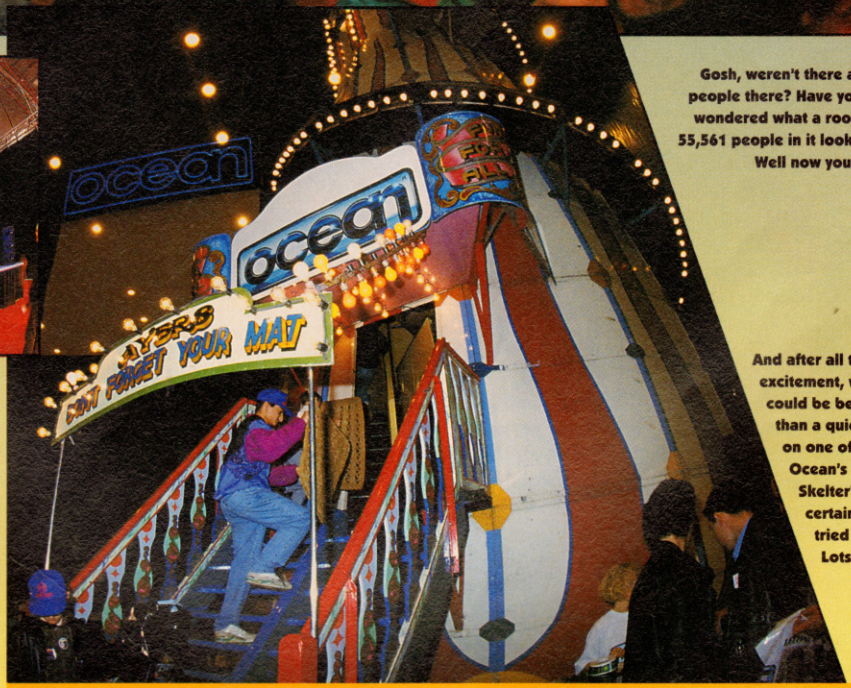
Gosh, weren't there a lot of people there? Have you ever wondered what a room with 55,561 people in it looks like? Well now you know.

We did manage to get one peaceful looking, crowd free photograph – we took it an hour before the doors opened. And what about really neat banner on that wall over there, eh?



And after all that excitement, what could be better than a quick go on one of Ocean's Helter Skelter? We certainly tried it out. Lots.

The crowd, meanwhile, had just about reached 'capacity' level. That's the technical term for 'impossible to even get near the dodgems'.

COMING SOON – FES '93

Well, not quite yet but the wheels are already in motion for an even bigger, and – somehow! – even better show next year. Currently pencilled in to take place in the Grand Hall Olympia from 11th to 14th November, about 30 percent more floor space is planned. And once again, you can expect the best in British and world-wide software to be on show, and the best pre-Christmas bargains to be available. Watch the skies and AMIGA POWER news pages in the coming months.

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And look over there, it's the Mindscape fairy godmother giving you the chance to win these very items. All she wants you to do is answer three simple questions, and your wish may just be granted. Even if your wish doesn't entirely come true, then you could be one of 9 other very lucky readers who gets a baseball hat and t-shirt, or – phew! – one of the 20 still-fairly-lucky-readers who's going to get a t-shirt.

THOSE THREE QUESTIONS IN FULL

Here, they are. Hold onto your brains.

1. What was *Wing Commander* author Nick Pelling's previous programming pseudonym?
2. Which usually reliable movie studio released the completely awful movie The Black Hole?
3. Who played Ming The Merciless in the 1980 movie, Flash Gordon?

Carefully write your answers on the back of a postcard or a sealed envelope, and send it to: That Buster Crabbe, He's A Diamond Geezer, AMIGA POWER, 30 Monmouth Street, Bath, Avon, BA1 2BW.

RULES AND REGULATIONS

- Employees of Future, Mindscape, Origin, and Gil Gerard are not eligible to enter.
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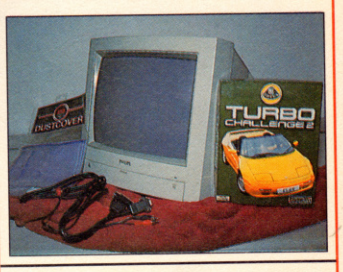

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BEGINNING T

Will Commodore's CD Drive prolong the life

"I don't think it will make a difference. The thing is, the PC, in America especially, is a machine at the leading edge of games in general at the moment. US Gold represent a lot of major American software houses and a vast majority of them are not doing any games for the Amiga at the moment – whether it has the CD or not doesn't seem to make a difference. With a PC now you have a machine which can serve all purposes. The Amiga's a great machine but it's still a little bit... Well, the PC's caught up with it. We've sold hundreds of thousands of Amiga products and we'll still support it, but developers are focussing more on the PC."

GEOFF BROWN, Managing Director of US Gold

"We read a questionnaire from about a year ago and that was positive about people wanting to buy the A690 *(Now known as the A570. – Ed)* but more recently less people seem interested. To start off with, the hard drive and the CD ROM drives are just two big storage devices. But there's obviously more you can do. It does give the potential for some of the big PC titles to be converted properly. We'll be doing some stuff, certainly, but in what way I don't know yet. I'd don't think the CDTV titles have helped with decision to buy the A690. There doesn't appear to be much difference between existing Amiga games and CD titles. A lot of Amiga games don't need to be big multi-disk games. What can you do to make it CD ROM? Do you just stick a big soundtrack on it? It won't really take off until someone does something really impressive with the CD so that everyone wants it regardless of cost. I think it maybe will come from the stuff like conversions of the big PC American titles on the Amiga. You can't do certain things on the Amiga that you can do on the PC."

ERIC MATTHEWS, Designer for The Bitmap Brothers

"Three hundred quid? Naah."

ANDREW WRIGHT, Marketing Manager for Virgin Games Software

"I definitely think CD based products next year will be of a big interest, especially some of the stuff from the States. I can't see CD having, like, ninety-five per cent penetration in the Amiga market, but if software companies find the resources to develop proper product... it could be so significant to Amiga owners that they'd go out and buy a CD Drive, a bit like *Star Raiders* and the Atari VCS all those years ago. It'd perhaps be something using 3D technology which had rendered surfaces, not just flat ones, and uses the abilities to pull data off the disc that would otherwise take a long time to calculate. Virgin are hoping to do a multimedia version of *Snooker* and *Pool*, but I don't know if it will definitely happen. It'd probably have loads of real footage of breaks and perhaps Jimmy commentating. I'd like to do it."

ARCHER MACLEAN, author of *Jimmy White's Whirlwind Snooker* and *Archer Maclean's Pool*

"I'll be perfectly honest, I don't think it will make any difference to the Amiga. I don't think it's powerful enough, I don't think enough developers will develop for it – and that's the important thing. Commodore, very bravely, were one of the pioneers of CD stuff, but the technology in there is falling behind the times already. If you're going to spend years of time or longer on a CD product it could be out of date by the time it's released."

PETER MOLYNEUX, Managing Technical Director for Bullfrog and author of *Populous* and *Populous II*

"It will take off provided the price is right – say, under two hundred pounds for the drive. You can fit loads of games on a CD, and it's much cheaper to produce CD stuff. And you can fit lots of music on, and have demos of other games. It stops piracy. And you can always save stuff to the floppy for saved games and so on. CDTV is a dead duck though. It's too expensive. Where does it fit into the market? We will be supporting the Commodore CD Drive though."

GARY SHEINWALD, Development Manager at Audiogenic

"It's up to pricing really. I've been reading recently *Might And Magic III* and Sierra games being slated by the Press for their disk accessing problems and slowness. When the Amiga is able to read in those sort of games from CD... Those sort of games are expanding the PC market at the moment, so if the Amiga market's to keep growing, it needs this serious edge software and the only way that will happen is if a storage medium takes away the element of frustration. CD is that. It also opens up multimedia applications. A hard drive isn't as interesting. It hasn't got that high a market penetration and is not seen as an essential purchase for Amiga owners. People are more aware of CD and that helps enormously."

SIMON JEFFERY, Marketing Communications Manager at Electronic Arts

"I don't know if it will take off. I'll be surprised. I think people are turning more to the PC for things like that now. Are we doing anything for it? No comment."

RICH UNDERHILL, Joint Director of Arc Developments

"At the moment we're talking to publishers but the budgets they want for the scale of projects they want for the CD Drive don't tally. It's a marvellous opportunity for some vast projects but no-one wants to put up the finance. I would like to do something. It's up to publishers really to pay developers to exploit the hardware. If it's not compatible with the CDTV then they're onto a loser. It is exciting though. It's certainly what the machine needs. With the consoles, the advent of the CD ROMs is putting them another step ahead. Yes, the CD is essential to survival of the Amiga. It gives it a new lease of life."

STEVE TURNER, Managing Director of Graftgold and author of *Realms*

"Commodore's marketing has let itself down again. We're not planning anything for it unless it performs well. The CD Drive's got to do something pretty spectacular if it's going to stand any kind of chance of succeeding."

MARTYN BROWN, Product Manager for Team 17

O CD LIGHT?

life of our favourite home computer?

"I think the CD Drive is vital to the success of the CDTV and I would urge readers of AMIGA POWER to give it its best chance. I'm sure it will succeed. The drive is the driver, so to speak. Yes, we are supporting it. *Trivial Pursuit* is already available – that was written from scratch with 2,000 spoken questions and answers. We are also looking at two murder mysteries and a flight simulator. And a car game has been thought about. There may well be some straight ports, but really at end of day bespoke software has got to come out otherwise it won't succeed."

MARK STRACHAN, Joint Managing Director of Domark

"Initially I think we'll see lots of ports with CD sound and a little bit of speech and perhaps five new levels. I'm a real big believer that 90 per cent of the industry doesn't understand CD and the limitations. They're thinking it's a Saviour, and I'm sure it will be but it won't be with this generation of CD stuff. Everyone's hoping to put motion video and so on into games but it doesn't happen like that. People forget that CD is only as good as the machine it's strapped to. It's like five thousand disks squashed into one and the machine is the same. It's still loading all the time. All that data has to go through the eye of a needle and that causes the bottleneck. We're spending a lot of time on CD stuff and we've got our heads around it. People are over-complicating it and forgetting that ultimately the people who will use it will be those who want to play games. They want instantaneous fun. They're not too bothered about massive ten-minute beautifully animated intros. The consoles provide the better pick of the CDs – due to the hardware platform and the fact that they've also changed what the machines will do. For example, the Sega machine has hardware extras. Initially, we won't be supporting it [the Amiga CD Drive] but we will watch it very carefully. We won't turn our backs on it because we have so much CD knowledge in-house and it wouldn't be difficult to switch on to it."

JEREMY SMITH, 'Mr Big' at Core Design

"I think that it'll fall flat on its face. There are only a very small number of publishers who can put the effort into making anything decent on a CD. I'd love to say that every single UK publishing house has the sheer depth of vision to commission large games but most of them are happy with platforms thankyouverymuch."

NICK PELLING, just finished converting *Wing Commander*

"It's a very competitive field, but with the wind behind them it could be very promising."

GARY BRACEY, Software Director for Ocean

"The CD's great for storage. It really should be sold as another disk medium not for encyclopedias and stuff like that. I personally think it's a waste of money. I might develop for it but I won't be getting one until they can read and write to the damn things."

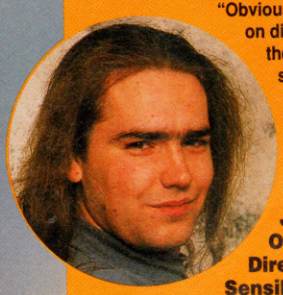
TONY CROWTHER, author of *Captive* and *Knightmare*

"I really don't think it makes an enormous difference. It will be good for certain kinds of games with huge amounts of data and it could help create new styles of game of the *Dragon's Lair* genre. I think a more important thing holding up the development of the Amiga at the moment is a lack of processing power which means there's a lack of an upgrade path."

DAVID BRABEN, author of *Virus*, co-author of the original *Elite* and currently applying the finishing touches to *Elite II*

"I would say without the CD Drive I wouldn't really see a long-term future for the Amiga. You have to consider the growth of the console market and the growth of the CD market. But the two prime considerations are – with any hardware platform – its price and quality of the software. The Amiga CD isn't true multimedia but if people are investing in CD technology anyway, to produce an enhanced Amiga version wouldn't involve a great deal more expense. It can't be extra levels though. It has to be the right type of software – high-end software like simulations and adventures. I can't see it competing with the high-level PCs though."

SEAN BRENNAN, Sales and Marketing Director for Virgin Games Software



"Obviously the games will be on discs instead of disks. If they could somehow speed the loading up... Good. But if it's like the CDTV... Disaster. I say: don't waste your money and buy a kebab instead."

JON HARE, Orchestrating Director at Sensible Software

"When we get one, we can see what there is to see, then we'll have an idea. People have set up overblown expectations for the principles of CD. All you're doing is providing an enormous amount of memory. Big deal. People are much more comfortable with CDs than disks. But will people buy the CD drive? When it happens, great. But it's not going to change the games themselves overnight."

TOM WATSON, Managing Director of Renegade

"I think CDs are a very interesting way of developing software. It gives you far more scope to make games easily. You can throw in lots of sampled music and lots and lots of graphics which appeal to Joe Public, and it's not that much more expensive to do that as far as I can see. It can only be an advantage. It adds so much. It's not the best idea in the world, but if it's cheap enough, that's good. I think a hard drive unit is a better thing for the Amiga, but only if it was cheaper."

COLIN FUIDGE, R&D Director for Konami

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Inside the first issue you'll find an ENORMOUS and thoroughly splendid double-sided *Desert Strike* poster-calendar. Guaranteed to make even the grimiest bedroom/office/doctor's waiting room a more exciting and informative place to be, it boasts not one but TWO excellent pieces of chopper-related artwork for your edification (or something).

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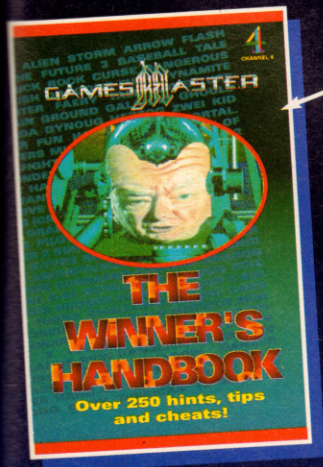

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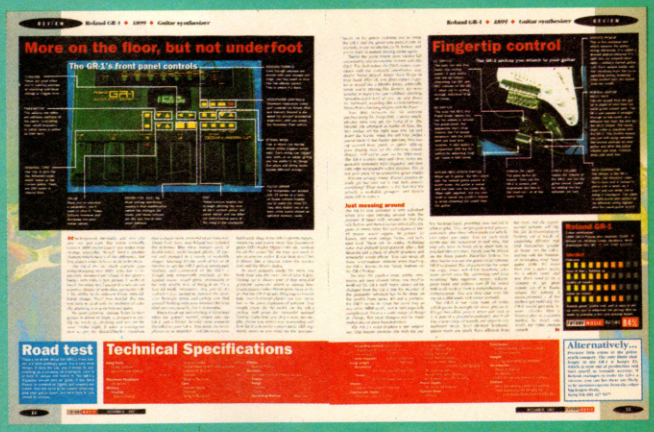

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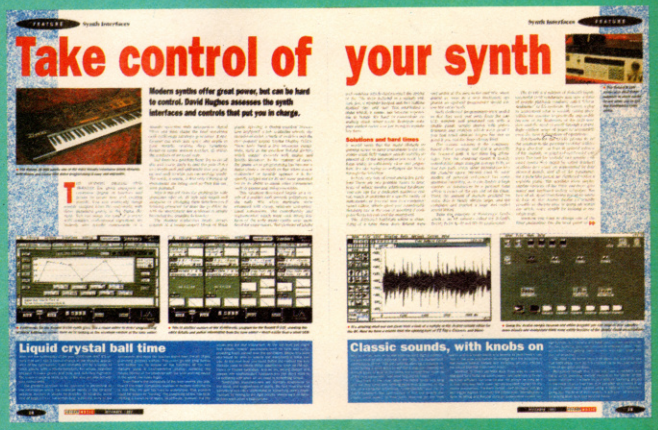

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Dear AMIGA POWER,

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Then there's the fact that the sprites are miles too small, and couple that with the appalling slowdown and the game becomes unplayable, especially when the opposition go miles faster and kick the ball further than you can even dream of. *(Ie you keep losing, ie you're crap. – Ed)*

The idea that you can't save your position on a standard blank disk is insane – you have to save over the file on the *Sensible Soccer* disk eventually corrupting it! Stupid, Stupid STUPID.

Add to that the fact that there is no referee *(I wonder who keeps awarding those penalties you're so upset about, then? He's there, is it really so important for you to see him running around? – Ed)*, yellow or red cards, and a limited number of moves *(Passing, shooting, heading, after-touch, sliding tackles, diving headers – how many moves would you like, exactly? – Ed)* – the game becomes unrealistic as well as unplayable – oh yes, and there's no scanner. *(What do you want a scanner for? You can see half the pitch at a time, you clot! And no-one, but NO-ONE, ever uses scanners anyway – they're completely crap – Ed)*

I've saved up weeks of pocket money (I'm 13) to buy this game. If *Sensible Soccer* is supposed to last me as long as the Amiga, then I should have got rid of my Amiga months ago!

Yours Sincerely, Nathan White, West Midlands

Actually, the biggest problem any of us have with Sensible Soccer, *Nathan, is that it's a bit too easy to beat. You're obviously completely rubbish at the game, so you've decided it must be at fault, not you. We'd tell you to go and get the 1992/93 Season upgrade, but you clearly don't deserve anything that good out of life. Go away and practice a bit, and come back when you're not such a whinging loser. Next!*

'VENOMOUS LIES!'

Dear AMIGA POWER,

Chop, slice, attack, maul, chew, etc... Okay, in case you don't get the message, I'm real annoyed! I am writing to complain about your 'conning of the public'! When AMIGA POWER was first released you gave away one free disk, and priced the magazine at £2.95. Then in issue 12 you gave us two free disks, but the price went up to £3.95, UP £1.00. *(No it didn't, it went to £3.75. Pay attention. – Ed)* After issue 17 you went back to one disk, but the new price was £3.50 (not £2.95). You then say in issue 19 that you have made the magazine cheaper. Venomous lies! You're conning us, in fact your magazine is dearer now than it was last year, and you're giving us the same magazine. It seems I'm only raging about 50p, but who cares? If you don't lower your prices or give the public a good explanation for your actions, I, and I fear many others, will start to buy Amiga Action. This magazine has roughly the same number of pages, gives away a free disk and is 50p cheaper!

Yours sincerely, Bruce McPherson, Kirkintilloch

You must do as you will, Bruce, this is, after all, a free country. But before you do anything rash, let's have a look at some things. As for the price changes, well, we don't like them much either (hey, we only work here, y'know?), but that's the way of the world – things get more expensive as time goes on, and we're no exception. I guess it all depends on what you're really buying – if you're buying demo disks with a bit of paper attached, then fine, but why not just buy the disks straight from a PD library for 99p each, save £1.50 and cut out the middleman? If, on the other hand, you want some top-quality entertainment, information and opinion which just happens to have some disks stuck on the front, then buy AMIGA POWER.

'ALL SORTS OF UNIMAGINABLE THINGS'

Dear AMIGA POWER,

I was thinking about buying a modem, but I only get about £5 a week pocket money so instead I learned all the pulses and tones necessary to imitate one. After six long months of practice, I can now make my Amiga do all sorts of unimaginable things just by humming 'I'm A Yankee Doodle Dandy' into the appropriate port.

Yours, Stephen McAllan, East Kilbride

'DUMB SEX OBJECTS'

Dear AMIGA POWER,

Before I begin, I must make one thing clear, I HAVEN'T GOT ANY FRIENDS. But that's not the reason I'm writing.

No, the real reason is that I wish to comment on the terrible way that women are portrayed as dumb sex objects in computer games. It's really bad. I've actually spoken to a female before in my time, and she told me to go away. 'Why?', I hear you ask. Because I'm an ANNOYING GIT.

I find it sad that software companies should put their prices so very high. It's a real shame. Could I have a copy of *Fire And Ice* or the *Addams Family*? I've tried hard at school all year.

Yours, Francis Lane, Tring

'STUART HARDY, PLEASE SHUT UP'

Stuart Hardy, please shut up.

Yours gratifyingly, Tom Stallard (wargamer), Waterloo

'HANDLE A FEW MORE RUDIES'

Dear Persons at that great magazine called AMIGA POWER,

Crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap *(Snip! – Ed)*, crap, crap, CRAP! Is this the only naughty word you're allowed to print (apart from '*@!#', which I don't understand)? Your reader poll discovered that 79% of readers are 15 and over, I think we can handle a few more rudies.

As the great Ben Elton once said, 'TV is built on the superstition that only a three-year-old with a sponge for a brain is watching'. I sometimes wonder if this magazine is like that, frightened to print a word like *(We can't print this word. – Ed)* just in case a three-year-old will read it and copy you.

The frequency of the word 'crap' is phenomenal. For example, in the Downers section of issue 19's *Pool* review, Stuart says 'maybe it's just me being crap'. This could have been replaced with 'maybe it's just me being *(We can't print this word – Ed)*' to much better effect. If the word *(We can't print this word. – Ed)* upsets that miserable *(We can't print this word. – Ed)* Mark Ramshaw, you could edit out key letters like the 'i' in *(We can't print this word. – Ed)*. You could refer to the controls of Kick Off as 'The controls are an absolute *(We can't print this word. – Ed)*,

PEN PAL winner

'I AM 12 AND I LOVE IT!'

Dear APIGA POWDER, *(What? – Ed)*

BURP, ahem. I am writing about the amount of girls that read AMIGA POWER, or even have Amigas. I, for one, don't know any girl with an Amiga, in fact I don't know anyone with one. Poor me.

And another thing, do you have to be over 50 to own an Amiga? I am 12 and I love it! Especially the bit when you get to press the buttons.

I have tried a lot of Amiga magazines and have chosen AP as the best, only because it is. I don't want to turn Do The Write Thing into Amiga pen-pal pages, but... I am 12, female, my address is at the bottom and I have an Amiga. I also like Jonathan Davies.

Yours forever reading AP (I'm a slow reader – what do you expect, I'm only 12),

Deirdre Keelan, Co. Louth, Eire.

Sorry, Deirdre, we didn't think it was a particularly hot idea to print your address. However, since we're lovely, we shall FOR THIS ONE TIME AND THIS ONE TIME ONLY pass on any letters we get for you.

So, write your letter to Deirdre, put it in an envelope, seal the envelope, put a stamp on it, put it in another envelope and send it to us. We'll send your letter on. Oh, and just for the record:

WE SHALL NOT BE OFFERING THIS SERVICE EVER AGAIN. ANY OTHER REQUESTS FOR PEN PALS WILL BE THROWN AWAY.

DO THE write THING

but they're a piece of *(We can't print this word. – Ed)* when you get used to them'.

For that very nice letter can I have a copy of *Civilization*?

Yours *(We can't print this word – Ed)*ingly, Dale Bird, Cannock

(We can't print this word. – Ed) *off. But seriously, Dale, it's a funny old world. You can put Die Hard on the telly no problem, with hundreds and hundreds of people being horribly killed, shot in the knees and oozing blood everywhere, but every time Bruce Willis says '*(We can't print this word. – Ed)*', it has to get dubbed out so he looks like a goldfish, or replaced with 'Flip!', or something equally ridiculous. Of course, swearing for it's own sake isn't big or hard or clever, but personally, I don't think there's any such thing as 'bad' language (except in the sense of having a crap command of English), only language with different levels of expressiveness. How can a word ever possibly be offensive in it's own right? It's a word, for God's sake! (Actually, better be careful, the 'G'-word's a bit borderline as well). That said, the 'Moral Majority' (in fact a very small minority with ears in high places) exert a powerful hold on this country, to the extent that a magazine can be removed from shelves for printing the most ridiculously wet of phrases – our sister magazine Your Sinclair was once stopped from using a cover-mounted door hanger bearing the words 'Bog Off' (oh no, we're in trouble now), on the grounds that WH Smith, purveyors of the printed word to a nation, refused to stock the magazine if it went ahead with it. We ourselves can't even use the word 'sod' (taking our careers in our hands here), because, seemingly, it's actually short for* (It is, and we can't print this word. – Ed). *It's a sick and disgusting state of affairs, but there's not really much we can do about it. If it'll make you feel better, though, feel free to ring us up every month and we'll tell you down the 'phone which words we really wanted to say every time we actually used 'crap'. Okay?*

'I BEG YOU'

Dear AMIGA POWER,
Please, please *(Etc – Ed)*, I beg you, please, please, please.

Ciao, Phil Rule, Flamstead

What?

'I WAS RUBBISH'

Dear AMIGA POWER,
I was flicking through issue 19 of your mag and I came to a page saying 'Are you Britain's best game player?', then it said there's £1000 in it for you so I decided to enter. It said you had to pre-register a week before. I was going to my grandma's in Croydon, so my mum phoned Croydon Games Centre and persuaded them to let me enter. It said you could play either *Zool*, *Aquatic Games* or *RoboCop 3*, so I happened to have *RoboCop 3* and I practiced till my heart was content.
But when I got there *RoboCop 3* wasn't one of the choices, you could either play *Zool*, *Aquatic Games* or *Super Smash TV*, so I ended up playing *Zool* and I was rubbish at it.

From Joe Colkett, Worthing

Well, Joe, you're obviously not Britain's best game player, then, are you?

'TWO HUNDRED AND THIRTY FOUR MILLION'

Dear AMIGA POWER,
I just scored a humungous TWO HUNDRED AND THIRTY FOUR MILLION POINTS on the Nightmare table of *Pinball Dreams*. I just had to tell someone.

Yours bursting-at-the-seams-with-pride, Simon Geary, Bearsden

'3D2D3D'

Dear AMIGA POWER,
I have a query about 3-dimensional games, relative to the universe. As far as I can see, the two cannot co-exist.

SLOPPY KISS winners

'THE SHOOTING OF JIMMY HILL'

Dear AMIGA POWER,
The following letter contains a number of pleas. Pleas which will hopefully lead to common sense, honest decency, reinstatement of family values, removal of the moral minority, censorship and bigotry, the shooting of Jimmy Hill, reasonably priced games and decent RPGs on the Amiga. Pleas for a better world.

Plea#1: This one is for you guys and gals at AP. When you declare the results of the Readers' Top 100, could you give us the number of marks each game managed to amass – I want to know EXACTLY how much *Sensible Soccer* thrashes *Kick Off 2* by...

Plea#2: This is written in the vain hope that someone who is connected with the conversion of *Street Fighter II* will read it. I've heard rumours that since Amiga joysticks have only a single fire button, a keypress on the keyboard will be required to change between kicking and punching (echoes of the fiasco that was *Smash TV*). Here's the solution, everyone: put the magazine down and wander on over to your Amiga. Please notice the series of cute little bumps which go click when you press them. Yes, it's a keyboard. Now wouldn't it be a better idea to have the opportunity to define the attack buttons to the keyboard, leaving the stick for movement (merely requiring it to be firmly attached to the table with a roll of masking tape). Voila! A virtually perfect conversion! Or better still, give us a choice of control modes a la *Rainbow Islands*. I just hope this isn't too late. *(Good thinking, but why be hung up on using the stick at all? What's wrong with having completely definable keys, which would allow you to – just for example – have the A and D keys moving left and right, W for jump and S for duck, and six keys on the right hand side of the keyboard recreating the coin-op's six buttons for punches and kicks? Hey presto, an absolutely perfect conversion of the arcade control system, and no joystick gymnastics or masking tape required. I can't believe that the programmers would dare to go 'We've had to cut down the fighting moves to eight because we haven't got enough buttons' when there's 96 of the bloody things right there in front of their eyes. – Ed)*

Plea#3: To all the depressed muppets who have nothing better to spend their time on than on writing to this hallowed magazine with 3 lines disagreeing with your reviews (ie '*Populous II* is dead crap coz I say so'). Haven't any of you got the wit and imagination to devote a letter to some mindblowing satire, or the intelligence to produce an enlightening and critical argument! If you want to whinge, be entertaining or sarcastic... beat the AP crew at their own game. Go on: I challenge you!

Nuff said, Kieron Gillen, Stafford

And similarly...

'GO AND BUY THE ONE'

Dear AMIGA POWER,
I'd just like to disagree on some of your recent reviews:–

Pinball Dreams: only 87%? It deserves 89% at least!

Premiere: Vastly over-rated at 84%. 83% is much more like it.

Monkey Island 2: 90% is disgraceful. 91% from me.

OK, I think you get the message (but for all you Hardy boys out there, it's called IRONY, geddit? Look it up in one of those dictionary you 'literate' types must presumably always be reading).

Since the Top 100 was published, every letters page seems to have somebody niggling over percentage points. I have some sympathy with people such as Sam Dixon (AP18). Hell, out of all the games I've bought over the last two years, I have disagreed with you on some points you have raised in the relevant reviews, from *Monkey 2* downwards.

However, such letters as Sam's are not only unconstructive but intensely dull to read. If I wanted to read reviews which were uncritical of any 80%+ rated game, I'd go and buy The One.

I am much more interested to read letters such as Richard Loader's (also AP18), who put across his views on Civilization. Well reasoned letters like his complement your (welcomed) critical reviews and shouldn't be discouraged. Cheers.

Yours sincerely, Bloggo Harding, Maidstone

And finally...

'WATCH GAMESMASTER'

Dear AP (or may I call you 'A'?),
Title: Thesis On Gamesplayerkind
Subtitled: To Buy Or Not To Buy, That Is The Question

Some are short, some are tall, some fat, some thin, some barely out of nappies and others just about to meet that great programmer in the sky (no, not Jeff Minter riding a mutant seagull). The point being, we can see the external differences of humankind. The inside differences are just as varied – yes, them there heads are full of different species of brain.

Question: What the hell has all this to do with AP?

Answer: It explains why reviewer X gives a higher mark than reviewer Y, and why reader Z says they are both out of their minds.

WE ARE NOT ALL THE SAME.

Have you moaners got the message yet? Come on, thickies, even you must have twigged by now. Different folk like different types of game ('tis known as having a particular bent – yes, my joystick is like that too). Me, I don't think much of racing games nor pure beat-'em-ups. Shall I moan about them getting high marks? Nay, I recognise that people with brains of a different type (cell 2739T missing) actually like the boring things – sorry, didn't mean to criticise, bit of a slip there, I have cell 9723Q missing, you see. So, when reading game reviews, take account of the type of game, and the details of the reviewer's bent. If a game gets a high mark but it's of a type you don't like, don't buy it. Also, don't just look at the percentage at the end, note what the review tells you about the gameplay – that is, the important bit.

If you doubt the reviews in AP, try other magazines or watch GamesMaster on Channel 4 – you'll soon realise the error of your ways.

Yours but not just anybody's, Howard Joseph, Leybourne

Well that seems to have put the matter more or less straight, then.
HAVE you all got the message yet?

DO THE write THING

Our senses, or 'souls', progress through the fourth dimension. We are, therefore, observers of the first three. We exist in an infinite number of dimensions, but as we can only detect those whose planes lie at a lesser perpendicular degree to that which we ascend through, we can only sense the first three.

The television screen is a three-dimensional representation of the second dimension. This could be expressed as 3D2D. If the picture on the screen is representative of the third dimension, this equation would naturally be extended to 3D2D3D. The two 3Ds would cancel each other out, leaving only 2D. As I see it, this is impossible within a three-dimensional world.

Thus, a paradox is formed. In normal circumstances, the universe would disintegrate into oblivion. I fear we are all living lives which don't actually exist.
Yours worriedly, John Hinton, Ditchling.

No, John, that's just you. That was pathetic – whatever you do, don't ever try to study philosophy or physics, you have absolutely no grasp of either.

'WHERE ELSE IS THE MAN?'

Dear AMIGA POWER,
Having just reread the November issue of AP, I am greatly surprised at the carping of Paul Jones who just wants to read a good magazine (hopefully he will also buy it sometime) without the inconvenience of having disks attached. Where else is the man going to find suitable demos?

I also read the usual rambling letters concerning the high price of games, although the disk piracy debate was ominously quiet. *(And it's going to bloody well stay that way. – Ed)*

Then there were the letters (why do you bother to publish them?) totally disagreeing with the contents of your reviews. Okay, we all have our different opinions, but for me, AP usually gives a clear, subjective report of available games. This is what I would expect from professional reviewers.

Most of the solutions lie with the publishing houses themselves. Years ago, record companies used to issue budget-price sampler LPs containing a track from each of 12-15 albums they wished to promote. Publishing houses could adopt a similar marketing move by issuing a four- or five-pack of disks, each one having a demo of a full-price game, adding on-disk data to explain how a game develops beyond level one or the added features to be found within the full version. The pack could sell at, say, £3-£5 and each of the disks could act as a discount voucher. Thus, for example, buy a five-pack of platform game demos, like what you see on a couple, take those two demos to your dealer and buy the full-price games less at least £5 per demo disk.
Yours faithfully, James Green, Romford

A few interesting points there, James. The first couple can be tied together in a way – some people aren't interested in playable demos for the same reason they don't care about the price of games. The reason is, they're pirates who get full-price games for a quid or two a go, and therefore can try out the whole thing without having to fork out money for a little snippet. We actually got a letter this month from a prat in Glasgow who shall remain nameless, who wanted us to stop taking the price of games into account when we marked things, because he got all his games on pirate copies and therefore the price didn't make any difference to him. Cretin.

As for the demos idea, though, you're missing out on a crucial point – often, the last thing software houses want is people to see games before they buy them. Y'see, there's no identifiable benchmark of quality in music – what's a horrible tuneless racket to one person can be wonderful to another. With software it's different – some games are very obviously badly-programmed and crap, personal taste doesn't come into it. Okay, so that's a little cynical, but why do you think certain games don't arrive at the AP office for review before they land in the shops? Still, for software houses confident in their product, your idea's a good one, I just think you're being a little greedy expecting to pay £3 for a demo pack and then wanting £25-worth of discounts on the full games. But we can all dream...

'LOWER THE STANDARD'

Dear AMIGA POWER,
It isn't often that I can find fault with your excellent magazine, but a recent experience leaves me rather annoyed to say the least. In AP19, you had printed an article concerning *Version 1.1* of *Sensible Soccer* and also wrote about it in AMIGA POWER. Having read that the new version was out, I duly sent my data disk and cheque for £3.95 off to Renegade. A week later and I received the disk and cheque back telling me that the updated version has yet to be completed and that I will receive details of the exact procedure, when the game is ready.

The point being, not only has my time and money been wasted, but by recommending a game that has yet to be finished, you are contradicting yourself and your 'Policy of Truth' – don't you think this is just a touch hypocritical? I hope this doesn't become a regular occurrence as it would lower the standard of your excellent magazine to that of most of the others.
Yours Sincerely, Gorden Berry, Chesham.

Whoa! Not true! What happened with Sensible Soccer 1.1 *was that Sensible wrote a version of the game with updated team info and improved goalkeepers, which they demonstrated at the ECTS trade show in Islington a few months back. We ran a piece on it on the strength of what we saw then, but in the intervening time, Sensible decided to make a whole slew of further improvements, which is why the updated version will now be called* Sensible Soccer 1992/93 Season *and include even more stuff, for the same bargain price. Overtaken by events, yes, but hypocritical, no.*

'I DON'T AGREE'

Dear AMIGA POWER,
I have been buying your magazine since the first issue, because your reviews are the best, and I have never felt strongly enough to write to you before. Having read your 'Statement of Intent' in October's issue I am very annoyed to see that you intend to price the magazine at £3.50 with only one cover disk. Surely now that you have decided to have only the one cover disk the price should revert to £2.95? Which was what you charged for March 1992 issue (the last issue to have one disk before this month's). After all you excuse for the price was the second cover disk – as can be seen from reading your replies to letters on the subject. Personally I never hardware and software manufacturers.

In some ways at least, I can understand the distrust, especially among older gamers such as myself (I'm 22), because we remember the awful early- to mid-eighties period, where expensive machines came and went with alarming regularity, often despite the apparent strength of the manufacturers. Remember MSX? The Commodore 16 and Plus/4?

Returning to the current Amiga debate, I think a lot of people are worrying unnecessarily. I mean, there's around one million Amiga owners in Britain alone.

Newer companies like Team 17 and Core Design, plus veterans like the Bitmap Brothers and the Sensible team have all spent most of their efforts on the Amiga. But what if the machine has reached its limits?

Well, so what? As long as the games are good, why worry, and more to the point, why worry about expensive formats such as console carts and PC games? If you've got more dosh available, why not wait until CDTV takes off *(That could mean a very long wait... – Ed)* and the Amiga starts breaking new ground again.

No, not only am I not worried, I'd go so far as to say that I'm happy and satisfied with my machine, and that what's available for it is certainly a damn sight more flexible and varied, as well as better value for money, than what was available on the Mega Drive.
Yours faithfully, Paul Baker, Bishops Stortford

GRASS SEED winner

'OUT OF THEIR TOKYO LABS'

Dear Sir,
As someone who recently sold a Sega Mega Drive and bought an Amiga, I find it hard to believe that so many people in your letters pages are so worried about the consoles and their threat to their machine.

I have always liked reading games magazines, so previously I've read at least one edition of the multitude of console magazines that are currently in vogue, and believe me, the most constant gripes from their readers were the price of the cartridges, the lack of original games and an almost neurotic distrust of Sega and Nintendo. The thinking being that the Japanese giants don't take the British market seriously or that they'll suddenly stop supporting a current system in favour of something newer, fresh out of their Tokyo labs.

So it seems to me that there's more than a little of the 'grass is always greener on the other side' mentality, and also a measure of distrust of both

AND ANOTHER THING...

'Mr Andrews' of Whalley Range is really fearfully upset that games don't have saveable high-score tables. If it's that important to you, Mr. A, why not just write 'em down on a bit of paper?

Paul Jones of Isleworth, if you REALLY want a copy of the original *Street Fighter*, try ringing US Gold on 021 625 3366.

Barrie Johnston of Clarkston, practically every A500Plus game will work perfectly on the A600, unless it uses the numeric keypad, which almost nothing except flight sims and the odd RPG do.

Thomas Frankum of Abingdon, yes, *F29 Retaliator* is well worth a buy.

Luke O'Sullivan of Swansea (or anyone else who feels like it) can get in touch with Hi-Tec on 0742 587555.

A couple of people are starting up *Sensible Soccer* leagues, so if you live anywhere near Glasgow, contact Martin Phee at 28 Stamperland Hill, Clarkston, Glasgow, G76 8AF, whereas more Norwich-y types can get in touch with Martyn Porter at 46 Wood View Road, Hellesdon, Norwich, NR6 5QD (sorry for the delay with these, boys, but we lost your addresses under Les' desk).

wanted two cover disks anyway but I always thought that if you had the sense to stop doing it your price would revert to £2.95. Okay so you may be the best selling Amiga Games magazine but this doesn't give you the right to take advantage of your loyal readership with what is effectively a 55p price increase and NO I DON'T AGREE THAT YOU ARE WORTH IT!! If you really cared about your readers you would reduce your price now you are reverting to a simple cover disk – otherwise you had just as well go back to having two coverdisks – even if one was filled with rubbish – at least it could be formatted and re-used.
Yours, E Freeman, Dorset

Oh well. Bye then.

'THE POINTERS ARE DIFFERENT'

Dear AMIGA POWER,
Alright! I'm writing to find out about the Bottom Line. I've looked very carefully at the screenshots from several games, and you have shown different versions from the ones that I have got. For instance, in *Populous II*, you have the version where the icons animate when used. In the released version, the icons are laid out differently and don't animate. Also in *Mega lo Mania*, the pointers are different and the faces of the opponents are different. Please answer – I'm dying to find out.
Yours, Joe Slatter, Essex

Oh, for God's sake, Joe. Get out more! Make friends! Talk to people! Get a life!

'A LITTLE DREARY'

Dear AMIGA POWER,
I have read your magazine from the start and always found it terrific fun and informative. But how you can call yourselves an authoritative Amiga games magazine when you neglected to include one of my favourite three-player smashers and two of the biggest selling games on the Amiga in your so called 'definitive' multi-player feature (AP17), I don't know.

I am of course referring to Virgin Games' *Super Off-Road Racer*, which is simply super duper with three people, and Bullfrog's *Populous* and Spectrum HoloByte's *Falcon* (both are a little dreary on your tod, I find, but interfacing with a friend and playing against each other is a simply dreamy experience - you should try it - or don't you have enough friends?) To help you I have provided my own ratings...

SUPER OFF-ROAD RACER
Only the lonely 5
The gang's all here 8

POPULOUS
Only the lonely 4
The gang's all here 8

FALCON
Only the lonely 3
The gang's all here 7

In light of your incompetence I think I will cancel my subscription and read your top quality competitors instead.
Hugh Jars, Hertfordshire
PS: Ho ho. Only joking of course. I think your mag is the best. Long live AMIGA POWER!

'I'M CRAP AT GAMES'

Dear AMIGA POWER,
I'm crap at games. There, I've said it and I feel better for it. Not just any old game either. I've got three shelves full of games that I'm crap at. And not just normal crap either.

In *Speedball 2*, *Brutal Deluxe* now refuse to come out of the dressing room, and in *PGA Tour Golf*, I've lost the ball.

Don't get me wrong. I love computers, I love computer games and I love reading magazines like yours where I can see the screenshots and stuff that is never going to grace my monitor, which, incidentally, has developed some strange quirks eg contemptuous laugh, yawning sound etc.

Anyway, the reason I'm writing is to ask if you can recommend any drugs which may help. At present I'm using Guinness and/or Boddingtons Bitter. What are you lot on?
Best wishes, Ken Williams, Bolton
PS How can I get Guybrush Threepwood to come back to Monkey Island?

We're on strong coffee and Vitamin C, mate, and plenty of it. There's a lot of pages in this magazine these days... Apart from that though, Ken, we suggest lots of chocolate. Good luck.

'I HAVE A PROBLEM'

Dear AMIGA POWER,
I have a problem. I love playing games but they make me sick! I mean literally sick (as in barfing all over the shop). Actually, this only happens when I play platform games. Something about the multidirectional scrolling always makes me feel nauseous. The worst offender I can recall is *James Pond*. After I played the first couple of levels I began to feel as if I had been spun around and around 50 times while standing on a small boat in the middle of a turbulent sea while listening to a Kylie Minogue record. However, as the game is actually quite good fun, I persevered until I suddenly puked all over my Amiga!

I get similar feelings playing *Chuck Rock*, *Turrican*, *Titus The Fox* etc. I'm alright with platform games like *Bubble Bobble* and *Rodland* as the screen doesn't scroll as such with these. I wonder if this is a common problem among gamers, and I'd also like to know if there's any cure for this malady. It's getting very embarrassing. The other day I went to a friend's house to watch him play *Sonic The Hedgehog* on his Mega Drive, he expected me to be very impressed as he believes nothing on the Amiga can match this game. Well, I was so impressed I vomited all over him. I suppose every cloud DOES have a silver lining.
Yours blaaghbbfff, Tuino, London

Er, sorry, we haven't got a clue what he's on about either.

'PLEASE'

Dear AMIGA POWER,
Please, please could you stop printing these disgraceful letters.
Yours hopefully, Thomas James Hartley, Bridlington

Oh, alright then.

AMIGA POWER

COMPO WINNERS

I WANT TO SING 'ERE WE GO, ERE WE GO' WITH MY MATES

The winner, for having the most consistently funny entry, is Michael Scott of Preston (give us a ring and let us know which team you'd like the season ticket for, Michael), but just for amusement we've made up a side of some of the best single nominations for your personal England sides, and everyone whose name's included here will be copping for a copy of *Graham Taylor's Soccer Challenge* from Krisalis by way of a runner-up prize.

GOALKEEPER: Jesus – 'The word is he Saves Goals, although I may have misheard' (Michael Scott, Preston)
RIGHT BACK: Clare Rayner – 'Good covering the wings, for extra protection' (Chris Pettitt, Walsall)
LEFT BACK: Linford Christie – 'Because of his world-famous tackle' (Liam Herringshaw, Leicester)
CENTRE HALF: Wendy Richards – 'She's a professional Fowler' (Alison Knowles, Goole)
SWEEPER: Sweep – 'Has the name for the job as well as cute floppy ears. Keeps opponents in his pocket by shoving their hands up his shorts' (Paul Cowie, Aberdeen)
RIGHT MIDFIELD: Harvey Proctor – 'Skilled at shooting round the back and marking his man. Should whip the pants off those continental lads in no time' (Steven Freeman, Deptford)
LEFT MIDFIELD: The head of the West Midlands Serious Crimes Squad – 'He sets 'em up well' (Peter Dadswell, Sheffield)
CENTRE MIDFIELD: Baldrick – 'For his cunning plan' (Liam Herringshaw, Leicester)
CENTRE FORWARD: Mr Sheen – 'A brilliant finisher' (Jonathan Dyson, Leicester)
INSIDE FORWARD: Postman Pat – 'For his ability to arrive at the first post and always deliver the goods. First class distribution' (Richard Chester, Norwich, who we had to give a prize to just for his use of the word 'jinksterness' elsewhere in his entry)
LEFT WING: Jeremy Beadle – 'Useless gameshow host, useless comedian, useless life, must be good at something so I'll take a gamble on him as left winger.' (Steve Bailey, Cambridge)

SUBS
Paddy Ashdown – 'Neither in the team, nor out of the team, but somewhere in between' (Graeme Donohoe, Irvine)
Jimmy White – 'The eternal nearly man, will he ever break through?' (Steve Bailey, Cambridge)

Michael Scott	Preston, Lancs
Peter Dadswell	Sheffield
Steve Bailey	Cambridge
Liam Herringshaw	Leicester
Graeme Donohoe	Ayrshire
Paul Cowie	Aberdeen
Alison Knowles	North Humberside
Richard Chester	Norwich, Norfolk
Chris Pettitt	Walsall, West Midlands
Steven Freeman	Deptford Church St, London
Jonathan Dyson	Aylestone, Leicester

READERS' TOP 100

The lucky card drawn from the enormous cardboard box the size of Austria was the one sent in by Neil Muller, of Thame, Oxon, OX9 3LQ. He'll be getting a Philips CM8833-II monitor through the post very soon now. Let's hope he's got a really big letterbox, eh kids?

AUTUMN PREVIEW (ISSUE 18 CONTENTS PAGE)

Oh dear. Little too tough for you lot, this one, because nobody at all got the answer completely right. The games in the issue 18 cover logo were, in fact, *Gadget Twins*, *Frontier (Elite 2)*, *Pandemonium*, *Wing Commander* and *Body Blow*. Easy, really.

ALIVE AND KICKING!

ABC
60,045
Jan - June
19992

Commodore make the world's two greatest games computers! *Future* make the world's two greatest games mags! So if you've got a C64 then get... *Commodore Format*!!!

(Commodore Format – the kind of mag that makes you wonder why you bothered with those other eight-bits in the first place!)

Well you can have your own room, but you'll have to share your copy of COMMODORE FORMAT with Veronica!

Commodore Format

The next issue of the World's biggest C64 mag brings you:

- A Power Pack tape crammed with demos and full games.
- Techie talk you can trust (and understand)!
- The latest C64 reviews and previews.
- A damned good read!
- So, if you've got a C64...
- **...then get this!**

Avoid personal disasters. Get *Commodore Format* every month.

THE BOTTOM LINE

Still the original and the best, the AMIGA POWER Bottom Line offers a definitive guide to a whole 12 months of Amiga releases. Complete with handy facts and figures, you really don't need to look anywhere else.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of the Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

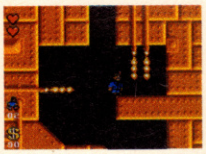
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time and the reviewer's initials. If the game appeared in our new, updated All-time Top 100 Games, its position comes next, followed by the mini-review and a rating out of five stars (with red ones for real 'must buys'.) And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● CC - Colin Campbell ● DG - Dave Golder ● GP - Gary Penn ● JD - Jonathan Davies ● KF - Karl Foster ● LB – Linda Barker ● LE – Les Ellis ● MB - Matt Bielby ● MR - Mark Ramshaw ● MS - Matthew Squires ● NW - Neil West ● RL – Richard Longhurst ● RP - Rich Pelley ● RR – Ronnie Randall ● SC - Stuart Campbell ● TN - Tim Norris

ABANDONED PLACES
Electronic Zoo £29.99

AP11 80% KF
Definitely one of the biggest RPGs you'll ever play, but as you might expect, that means an awful lot of fiddling about with disks. It looks a bit tacky too, but you certainly get plenty of game for your money. ★★★★

THE ADDAMS FAMILY
Ocean £25.99



AP14 88% MB
Highly simplified *Mario* clone, but no less playable for all that. Huge and tough, and while it looks a bit bare in places, there's no shortage of things going on. A goody for sure. ★★★★★

ADVANTAGE TENNIS
Infogrames £25.99
AP12 69% DG
We're still waiting for the definitive Amiga tennis game. This is up there with the best of the contenders, but poor controls let it down. ★★★

THE ADVENTURES OF WILLY BEAMISH
Sierra £34.99
AP12 69% MR
Great plot with some genuinely funny touches of humour, but the game itself is straightforward and linear. For £35, it's a bit short on depth to justify buying. ★★★

AGONY
Psygnosis £25.99

AP13 78% SC
The mellowest shoot-'em-up around, with stunning graphics, beautiful animation and relaxed, blissed-out gameplay (but utterly tragic music). The six levels won't take you all that long to get through, though, so think carefully if you're after a real challenge. ★★★★

AIR BUCKS
Impressions £29.99
AP17 70% MR
Fighting for supremacy of the skies can be a messy business, especially when it's peacetime and you run a commercial airline. This is an intriguing and engrossing business sim but you need to make too many allowances for sloppy programming for it to be 'fun'. ★★★

AIR SUPPORT
Psygnosis £25.99
AP19 55% RL
Uninspired and a chore to play, *Air Support* misses the mark as a strategy game *and* a 3D blaster. It's a nice idea to combine two genres but it falls short when all the good bits are missed out. It's a sad, bad game, which is a pity. ★★★

ALCATRAZ
Infogrames £25.99
AP13 73% NW
A bit of a pain in one-player mode (you have to play two characters simultaneously), but much more fun with a chum around, this maze game/shoot-'em-up is atmospheric and addictive, if not the biggest thing you'll ever see. Not bad. ★★★

ALIEN STORM
US Gold £25.99
AP9 44% NW
Imagine something as simple as *Golden Axe* without the clever sophisticated stuff. Yep, it's really that dreadful. ★

AMERICAN FOOTBALL COACH
Composer Software £14.95
AP14 21% NW
John Madden Football without the groovy graphics, exciting strategy/arcade blend, competent programming and pretty much everything else. ★

AMNIOS
Psygnosis £25.99
AP9 76% MR
Inspired by arcade classics *Defender* and *Sinistar*, but this omni-directional-scrolling blaster is over-fast, under-controllable and graphically very cluttered. Reasonable fun, but utterly forgettable. ★★★

ANOTHER WORLD
US Gold £25.99
AP10 89% MR T100 No.20
Okay, so you'll finish it in a couple of days, but this is absolutely gorgeous stuff, playable and different with an atmosphere all its own. Every new screen is an exciting discovery, and while quantity may be lacking, there's no doubting this one's quality. Let's hope for a (bigger) sequel. ★★★★★

APIDYA
Play Byte £25.99

AP13 89% MR T100 No.25
We can't agree whether this is the best Amiga horizontally-scrolling shoot-'em-up ever or only the second-best (its rival is the terminally cool *R-Type 2*), but it's definitely completely excellent, so why are you reading this instead of going out to the shops to buy it right now? Eh? ★★★★★

AQUATIC GAMES
Millennium £25.99

AP19 60% SC
James Pond's third adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. It does look very cute though but we think we'll wait for *James Pond IV*. ★★★

AQUAVENTURA
Psygnosis £25.99
AP16 38% AP
Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. Okay as an ambient relaxation tool but if that's what you're after, try fitting a coloured light bulb. ★★

ASHES OF EMPIRE
Mirage £34.99

AP16 80% RL
Your mission, should you choose to accept it, is to bring peace and stability to the Confederation of Syndicalist Republics (a not very well disguised USSR/CIS sort of place). *Ashes* is one of those strategy role-playing games that people tend to be scared of, but despite being vast and complicated, it's surprisingly easy to get into and curiously addictive. ★★★★

ASSASSIN
Team 17 £25.99
AP19 89% MS
Overall a great game. Nothing really to drag it down except perhaps a lack of originality. It looks great, it's chock-full of features and entertaining baddies and it's fairly simple to control. This is how most arcade conversions should look, but don't. ★★★★

A320 AIRBUS
Thalion £29.99
AP13 66% DG
You know how people say that if you want to play arcade games, you must have a console? Horrific image-wrecking trainspotter guff like this is the reason why. If you want to fly, go in a plane, don't buy an Amiga. 'Realistic'? Well maybe, but who cares? ★

BACKGAMMON ROYALE
Oxford Softworks £19.99
AP12 45% JD
Too thin a game to justify this price, and no use as a learning tool thanks to the horrible, confusing instruction manual. Buy a real Backgammon set and a decent book on the subject, it's better and cheaper. ★

BARBARIAN 2
Psygnosis £25.99

AP9 68% SC
Too little too late, this pretty little arcade adventure is completely lacking in action or challenge. Unless you found *Shadow Of The Beast* a bit too complicated for your liking, you'll get bored very swiftly. ★★★

BATTLE ISLE
Ubi Soft £29.99
AP9 78% SC
A really nice idea, with an excellent control interface, but it falls at the last hurdle thanks to some enormous delays during play and a badly thought-out combat system. There's the germ of a real classic in here, though. ★★★

BATTLE ISLE SCENARIO DISK ONE
Ubi Soft £19.99
AP18 78% MR
As data disks go this one is good value for money. *Battle Isle* fans, this is the place to come for lots more scenarios and lots more playing time. ★★★

BAT II
Ubi Soft £30.99
AP19 80% RL
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. An unusual hybrid that works well. Nice one. ★★★★

BC KID
Ubi Soft, £25.99

AP19 89% GP
Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★★★★

BIG RUN
Storm £25.99
AP11 61% DG
With *Lotus II*, *Vroom*, and *Lotus I* on budget, do you really need this third-rate conversion of a second-rate arcade driving game? No, we didn't think so. ★★

BLACK CRYPT
Electronic Arts £25.99
AP11 85% GP
Real RPG devotees don't seem to go for it – preferring the likes of the *Beholder* games, but there appears to be something about this one which draws in the uninitiated. It's nothing new, but give it a try – you might like it... ★★★

BOROBODUR
Thalamus £25.99
AP11 34% SC
Really awful platform game, tied onto reasonably neat driving section which isn't good enough to suffer the horrors before it for. Really badly programmed too. ★

BREACH 2 (ENHANCED)
Impressions £29.99
AP10 60% RP
Spectrum-quality graphics, but a more entertaining game than many in the RPG genre. £30 is just silly, though. ★★★

BRIDES OF DRACULA
Gonzo Games £25.99
AP13 59% MS
Astoundingly crude technically, the execution and some elementary design flaws ruin what might have been some top *Spy vs Spy*-esque vampire antics. ★

BUG BOMBER
DMI £25.99

AP17 70% SC
Er, well basically it's *Dyna Blaster* with twiddly bits. It's slightly better than *Dyna Blaster* as a one-player game but *DB* beats it for multi-player fun and good looks. Overall, though, dead fab. ★★★★★

BUNNY BRICKS
Silmarils, £25.99
AP19 36% AP
Breakout meets baseball meets a bunny. Bad. ★

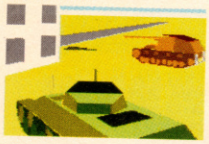
CAESAR
Impressions, £29.99

AP19 84% DG

Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Generally, it's pretty good. Blimey. ★★★★

CALIFORNIA GAMES II
US Gold £25.99
AP18 52% RR
This will receive a fair recommendation when it arrives in the budget bin where it belongs. The only truly surprising thing about *California Games II* is the price. £25.99? Get real, dudes. ★★

CAMPAIGN
Empire, £34.99

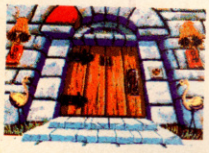


AP19 83% JD
And here's another one! *Pacific Islands* meets, um, some other good war-type game. Strategy-tastic, and probably still a bit much for zapping fiends, bit a lovely game for anyone with the slightest beam of light creeping through the closed door of their mind. ★★★★

CARL LEWIS CHALLENGE
Psygnosis £25.99

AP17 83% DG
These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed. ★★★

THE CASTLE OF DOCTOR BRAIN
Sierra £34.99



AP18 61% DG
If you want to expand your kids' minds then this is no bad way to go about it. It's just a pity that it's so damned slow and difficult to control. Not a very large game. ★★

CASTLES
Interplay £29.99
AP13 58% KF
Could-have-been-fun attempt at a *Sim City*-style epic with castles (surprise!) in it, but it's all too painfully slow and it doesn't even balance the lack of speed with any real depth or realism. ★★

CATCH 'EM
DMI £25.99

AP18 69% RP
If you enjoyed the totally bizarre concepts of *Lemmings* or *Gobliins* then perhaps you could make something of *Catch 'Em* too. Try it, you might like it. ★★★

CELTIC LEGENDS
Ubi Soft £30.99

AP9 89% KF T100 No.27
Fans of the 8-bit classic *Chaos* will find that this is the closest the Amiga's yet come to emulating that game's timeless appeal, but with added depth and strategy. A little on the slow side, but enormously compelling and enjoyable nevertheless. ★★★★★

CHAMPIONSHIP MANAGER
Domark £24.99
AP15 38% JD
A very tedious and boring attempt at the football management genre. There's absolutely no football action, but there is a ridiculous amount of disk accessing. Don't waste your money, you'd get more satisfaction flushing it down the toilet. Try Chrysalis' *Graham Taylor Management* game instead. ★

CHE: GUERRILLA IN BOLIVIA
CCS £25.99
AP10 34% RP
About as up-to-date as Che himself. Forget it. ★

CHESS CHAMPION 2175
Oxford Softworks £19.99
AP12 80% KF
Millions of options, loads of difficulty settings, easy to get into, good-looking and instructive, this is almost certainly the best Amiga chess game yet. ★★★★

CISCO HEAT
Image Works £25.99
AP10 66% SC
It's hard to tell if the programmers ever played the coin-op this is supposedly based on, but it's not a bad little arcade driving game in its own right. Then again, it's not exactly good, either. ★★★

C!VILIZATION
MicroProse £34.99

AP16 80% GP
The idea of god-sims, and this one in particular, is very appealing. Few of them really hit the mark, though, and this is one of those that just misses. The interface is a living nightmare of hell, but inside that shoddy body there beats a heart of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

THE COOL CROC TWINS
Arcade Masters £25.99

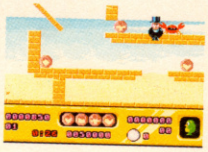
AP16 65% MS
A mad and bizarre headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for very long. ★★★

COVER GIRL POKER
Emotional Pictures/Storm £25.99
AP13 6% MR
A completely amazing game. You'll be amazed at the poor-quality pictures, astounded by the tacky dialogue, and utterly staggered at how unbelievably bad it is at poker. If you own it, kill yourself. ★

CRAZY CARS III
Titus £25.99

AP16 88% MR
Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. Let down slightly by the lack of a two-player option but otherwise fab. ★★★★★

CRAZY SEASONS
Idea £25.99



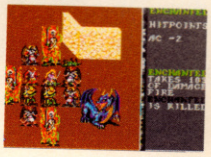
AP17 73% LB
Cutesy, platform puzzler featuring a pot-bellied penguin trying to save the universe. Not exceptionally original but very playable. ★★★★

CRIME CITY
If... £25.99
AP11 30% GP
Nice detective murder-mystery idea, but useless plot development and unpleasant user interface. This could have been good, if only it had had a bit of atmosphere to it. ★

CURSE OF ENCHANTIA
Core Design £34.99
AP19 87% LE
A game that could well out-monkey *Monkey Island*. With such a high degree of humour this adventure is well on its way to becoming a classic. It's slightly overpriced and some of the puzzles are a little obscure but these are minor quibbles. Overall this a great game. ★★★★

CYBERBLAST
Innerprise Software Inc £25.99
AP17 61% GP
Uninspired *Gauntlet* clone. Scrolly, mazey, shooty thing that plays well but isn't overly interesting. ★★★

DARK QUEEN OF KRYNN
SSI, £32.99



AP19 67% JD
Yet another Krynn game, just the same as every other Krynn game you've ever seen. (And if you've never seen one, they're primitive RPGs with ridiculous price tags and as much user-friendliness as a pit bull terrier with its tail caught in a door.) The graphics are a bit better than usual, though. ★★★

DELIVERANCE
21st Century Entertainment £25.99
AP14 75% JD
Cruder, more colourful version of *Gods*, without the depth but with a bit more zing to it. ★★★

D/GENERATION
Mindscape £19.95

AP16 88% JD
You wouldn't have thought you'd get much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Not so hot in the sound effects or graphics departments but it packs an addictive punch that could easily knock a few teeth out. ★★★★★

DISCOVERY
Impressions £29.99
AP15 75% JD
Ships, history, and the anniversary of Columbus' 'discovery' of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. "Celebrate Columbus' anniversary on the Amiga". Quite. ★★★★

DOJO DAN
Europress Software £25.99

AP16 66% GP
A better than mediocre platform-romp-cum-beat-'em-up thang with some shoot-'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has it's moments and is quite pretty to look at. ★★★

DOODLEBUG
Core Design £25.99
AP19 83% SC
Yet again the consoles are shown how cute platform games should be done. The controls are well thought out and even the pencil power-ups work really well. While it doesn't quite match up to *Zool* or the *Addams Family* it certainly gives them a run for their money. ★★★★

DREADNOUGHTS
Turcan Research Systems £34.95
AP14 80% JD
A naval strategy wargame that Jonathan liked? Nurse! ★★★★

DUNE
Virgin £30.99

AP15 81% DG
A highly polished adventure game which is more of a strategy game-cum-animated-book. It should appeal to adventure fans, and non-gaming fans of the book, alike. ★★★★

DYLAN DOG
Simulmondo £25.99
AP16 29% RP
There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. Give it a miss. ★

DYNA BLASTER
Ubi Soft £30.99

AP12 83% MB T100 No.13
Good fun by itself, but play this in five-player mode (with the joystick adaptor included) and you'll find entire days disappearing from your life. If you've got any friends at all, this is an absolute must. ★★★★★

ELVIRA – THE ARCADE GAME
Flair £25.99
AP10 70% NW
Sort of like a prettier but much cruder version of *Gods*. Not bad, but not exactly thrilling, it's yet another of those 'okayish' jobs (you should know the drill by now). ★★★

ELVIRA II: THE JAWS OF CEREBUS
Accolade £34.99
AP13 33% GP
Totally dull and unexciting (surely the very last thing a game about the larger-than-life Elvira should be) million-disk adventure, and shockingly priced. ★

EPIC
Ocean £30.99
AP15 34% KF
Put that wallet away. The only thing that's epic about this one is is how long we've had to wait for it. It scores on the graphics, and can be fun, but really – it's no game. ★

ESPAÑA GAMES '92
Ocean £29.99
AP17 38% MS
Huge variety of events but getting to them is a real chore. And they don't look too hot when you manage it. Not really worth the bother. ★

EUROPEAN CHAMPIONS
Idea £25.99
AP17 4% SC
Our lowest ever mark. Nuff said? ★

EUROPEAN CHAMPIONSHIP
Elite £25.99
AP16 59% SC
Having secured the rights to name the game after a famous tournament, you'd have thought Elite would have tried to simulate same. It doesn't look as if they did. As a footy game it's OK, but not up to the standard set by *Sensible Soccer* and *Striker*. Quite fun in a shallow arcadey sort of way but let down by poor graphics and slow play. ★★★

EUROPEAN FOOTBALL CHAMP
Domark £24.99
AP15 64% NW
A bog standard footy game. There was little chance of recreating the fancy graphics of the coin-op, so instead Domark have concentrated on keeping what gameplay there is up to scratch. A nice try, but it won't win the cup. ★★★

EYE OF THE BEHOLDER II
SSI/US Gold £35.99

AP14 86% KF
Nothing here that wasn't in the first (classic) game, but generally done that little bit better. Think very carefully before buying both. ★★★★

FALLING JEWELS
Soft & Easy £25.99
AP10 66% GP
Very rough-looking but sneakily likeable clone of the Sega *Tetris* clone *Columns*. You could do worse (like any of the official Amiga *Tetris* games, for example). ★★★

FANTASTIC VOYAGE
Centaur £25.99
AP10 77% RP
Average shoot-'em-up distinguished by a lovely lighting effect which lends the game a charming atmosphere, albeit without adding anything to the hackneyed design. ★★★

FASCINATION
Tomahawk £29.99

AP17 67% JD
Moderately groovy French adventure with a female central character. Nice and straightforward but tends to be a bit too linear. It looks great, too, although some of the scenes might trouble the less liberal-minded. Sexy or sexist? You decide. ★★★

FIRE AND ICE
Renegade £25.99

AP14 88% MR
Magic Pockets, but fast and good. ★★★★★

FIREFORCE
ICE, £25.99

AP19 56% SC
Green Beret for the '90s. The 1890s, that is. ★★

FIRETEAM 2200
Internecine £29.99
AP13 31% DG
Quite breathtakingly horrid-looking, and seriously dull to boot. Just another wargame, really. ★

FLOOR 13
Virgin £30.99
AP14 75% MS
Tense and atmospheric sim of a covert department of the secret service. Plausible, and wonderfully gripping, if a bit expensive side for a game with no colour or moving graphics. ★★★★

FOOTBALL CHAMP
Simulmondo £25.99
AP17 53% GP
Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with control-wise, and not particularly entertaining when you do. Football can be, and has been, done much better. ★★

4D SPORTS DRIVING
Mindscape £25.99
AP11 69% NW
A quite neat *Race Drivin'* clone, somewhat spoiled by the really clumsy and thoughtless approach to disk swapping. ★★★

LOWEST PRICES BCS CHRISTMAS OFFERS

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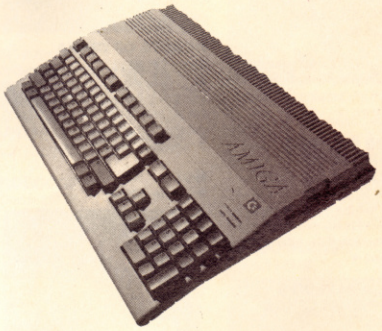

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GLOBAL EFFECT
Millennium £29.99
AP13 60% JD
Sim City goes Green, but doesn't quite cut it gameplay and control interface-wise. Some very poor design logic makes it a chore. ★★

G-LOC R360
US Gold £25.99
AP18 7% LE
Possibly the most dismally programmed, boring and unimpressive piece of software we've ever seen. It's expensive, tacky, and rubbish. 'Nuff said. ★

GO
Oxford Softworks £19.99
AP12 80% SC
Unsophisticated but workable version of one of the true classics of boardgaming. 100 skill levels and a handicapping system gives everyone the chance to play this absorbing and challenging game. ★★★★

GOBLIINS
Tomahawk £25.99
AP16 79% MR

Whatever it is they give those French game designers, we'll have doubles. *Gobliiins* is a quirky, not to say utterly weird, puzzler in typical Gallic style. The characters are irredeemably stupid but you'll love them just the same. Not exactly *Another World* but better than *Pushover*. ★★★★

THE GODFATHER
US Gold £30.99
AP10 56% MS
Mario Puzo's (and Francis Coppola's) Godfather saga –just sit for a minute and try to imagine how much potential there is for a really great game in there. Then look at this godawful witless *RoboCop* clone and cry for a day and a half. ★

GOLDEN EAGLE
Loriciel £28.99
AP10 55% JD
Icky *Rolling Thunder* playalike with cute animation but no noticeable gameplay. Uninteresting, uninspired and un-French. ★

GRAEME SOUNESS VECTOR SOCCER
Impulze £25.99
AP10 32% SC
A brave effort, but while the vector graphics work pretty well, the soccer bit fails miserably. File under 'nice try, no cigar'. ★

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99

AP16 82% AP
Poor old Graham gets a lot of stick these days and there are many that would say he deserves it. Apparently he was involved in the development of this football manager sim and, if that's the case, his detractors will have to give him some grudging credit for a job well done. It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying. ★★★★

GREAT NAPOLEONIC BATTLES
Impressions £29.99
AP10 63% RP
Duff wargame with a built-in editor so you can actually make it as much fun as you want! Allegedly. ★★

GUY SPY
ReadySoft £29.99
AP17 33% AP
Oh dear, if only looks were everything. This is another one of those cartoony adventure things that looks fabulous but isn't actually much fun to play. It's a step in the right direction, just not a very big one. ★

HARE RAISING HAVOC
Disney £25.99
AP12 28%SC/68% MR
And those cartoon games just keep on coming. Hare Rasing Havoc takes a more interactive route than most. It sure looks and sounds nice, but there's about as much gameplay in here as there is in a big empty box marked 'Gameplay-Free Zone'. It's quite funny but you'll never play it more than once. If you've got a hard drive (and you can't play this any other way), don't waste its memory space. ★

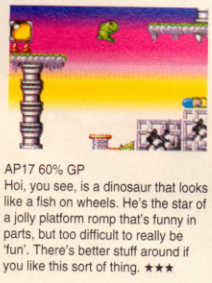
HARLEQUIN
Gremlin £25.99

AP11 91% SC T100 No.15
One of the most complete, entertaining, addictive and imaginative games of any kind ever seen on the Amiga, *Harlequin* is a tour de force of programming and design. It's the game *Robocod* should have been. Platforms and spacehoppers have never been so much fun. ★★★★★

HARPOON (WITH BATTLESET II)
Electronic Arts £34.99
AP11 64% JD
Phenomenally detailed, but you'll have to be a retired Admiral to have enough time on your hands to play it properly. ★★

HEARTS OF CHINA
Sierra £34.99
AP10 84% MR
Lots better than most Sierra efforts, but still very linear, and if you haven't got one meg and a hard drive, forget it completely. ★★★★

HOI
Hollyware £25.99



AP17 60% GP
Hoi, you see, is a dinosaur that looks like a fish on wheels. He's the star of a jolly platform romp that's funny in parts, but too difficult to really be 'fun'. There's better stuff around if you like this sort of thing. ★★★

HOME ALONE
Accolade £24.99
AP10 48% RP
Almost as irritating as Macaulay Culkin. ★

HOOK
Ocean £25.99

AP15 84% MR
The atmosphere of Spielberg's Hook movie is nicely captured, but there isn't really all that much to it. It's small and shallow, but still jolly nicely formed.★★★★

HOSTILE BREED
Palace £25.99
AP15 82% MR
Brave, different, and mostly successful attempt to add intelligence to the shoot-'em-up. Sadly it's the shoot-'em-up bit that lets the side down. A little more attention should have been given to the arcade side of things. ★★★★

HOT RUBBER
Palace £25.99
AP14 50% GP
Take-it-or-leave-it motorbike racer that looks pretty sad next to *Vroom* and *Super Hang-On*. ★★

HUMANS
Mirage, £25.99

AP19 70% DG
Nice idea behind this puzzley thing, but it's too dull and slow to keep your interest for very long, and the horrible controls don't help. ★★★

IAN BOTHAM'S CRICKET
Celebrity Software £25.99
AP16 41% AP
Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. *Ian Botham's Cricket* is tedious no matter what you think of the real thing. Livens up a bit as a two player game but overall it's a bit of a duffer. ★★

INDY HEAT
Storm £25.99
AP11 63% SC
A very good conversion of the arcade game, but it's far too easy and it lacks the addictive life of *Super Off Road*. Excellent fun with a couple of friends round all the same though. ★★★

INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
AP16 78% MR
Being Olympics year, 1992 was bound to spawn a few sports sims. This one features swimming, diving, cycling, show jumping, skeet shooting, and a marathon. It has its fair share of joystick waggling (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round on a rainy afternoon. ★★★

ISHAR
Silmarils £29.99
AP15 78% KF
An atmospheric experience with a good many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around aimlessly for a fair old time before getting into the real meat of the action. ★★★

JAGUAR XJ220
Core Design £25.99
AP15 85% JD
Sadly this game hasn't improved on *Lotus II*, with a lack of driving excitement and cars on the road being two major problems. On the other hand it does have a lap rather than course structure, excellent weather effects and a track editor. Among the better of the sprite based driving games, but *Crazy Cars III* is now the firm office favourite. ★★★

JIM POWER
Loriciel £25.99
AP15 78% MR
No ground breaker, but a smooth and silky (if slightly gaudy) platform shoot-'em-up effort – what it lacks in originality it more than makes up for in evidence of sheer effort and good design. Not at all bad.★★

JOHN BARNES EUROPEAN FOOTBALL
Krisalis £25.99
AP14 74% GP
A very similar game in play to *Manchester United Europe*, but the tiny area of pitch visible on screen cuts down the tactical scope dramatically, although it bumps the speed up significantly. Good fun, but shallow.
★★★

JOHN MADDEN FOOTBALL
Electronic Arts £25.99

AP11 90% NW T100 No.23
Limited entertainment with a single player, but one of the most involving, absorbing and hugely playable two-player games ever. Only for fans of the sport, though.
★★★★★

KID GLOVES 2
Millennium £25.99
AP10 58% SC
Something of a wasted licence – this actually used to be called *Little Beau*, but had the *Kid* name tacked on at the last minute to no great effect. Essentially *Super Wonder Boy*, but a bit more crude. ★★★

LEANDER
Psygnosis £25.99

AP10 83% MR T100 No.56
Slick, smooth and highly professional platforming antics (and the hero wears a silly hat too) – a bit on the generic side, but no less enjoyable for that. Plenty of it too. ★★★★

LEGEND
Mindscape £30.99

AP14 91% KF
An RPG that's got everyone in the AMIGA POWER office playing it has to be something pretty special, and that's just what this is. Well-balanced and easy to get into, we can't think of a single serious flaw. ★★★★★

LEGEND OF KYRANDIA
Virgin, £35.99
AP19 89% LE
Gorgeous adventure with an excellent difficulty curve, although the nine (count 'em!) disks are a bit of a bummer. ★★★★★

LEISURE SUIT LARRY 5
Sierra £34.99
AP11 50% KF
The kind of thing that makes buying a Super NES suddenly seem like a really good idea. Inept, unfair, morally-dubious, and about as nice to look at as your average motorway pile-up. Face it, it's rubbish. ★

LINKS
US Gold £37.99

AP16 70% MS
Links is easier to play than either *MicroProse Golf* or *PGA Tour Golf*. It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison. ★★★

LIVERPOOL THE COMPUTER GAME
Grandslam £25.99

AP16 65% SC
It's a football game and it's based on Liverpool FC. What more do you need to know? Oh alright then. It's easy to get into, but lacks any real depth. It looks OK and has a lot of good ideas but overall it doesn't really make it. ★★★

LOCOMOTION
DMI £25.99
AP19 84 SC
It's so easy to grasp the basics and controls, the whole family will be able to join in. It's also a game that pushes your brain into overdrive. It's absorbing, addictive, admirable, and lots more besides. It's got a built in construction kit so you'll never get bored with it. What more could you want? ★★★★

LORDS OF TIME
Hollyware, £25.99
AP19 53% JD
Lifeless, lacklustre FRPG that's not so much run-of-the-mill as aimless-kind-of-stroll-of-the-mill. Nothing very much of anything. A vacuum. ★★

LOTUS III
Gremlin Graphics £25.99

AP18 74% MS
Crazy Cars 3 creams *Lotus III* for sheer speed and thrills, and the much-vaunted course designer doesn't give you much opportunity to design. It's no disgrace but the time of *Lotus* has passed. ★★★

LURE OF THE TEMPTRESS
Revolution £30.99

AP15 88% MS
Not nearly as big as *Monkey Island 2*, but it's seven quid cheaper and has a lot fewer disks (and, for the xenophobes among you, it's British). It doesn't contain as much humour as *MI2*, but if you prefer the slightly more serious approach to adventures you'll love it . You won't be disappointed.
★★★★★

McDONALD LAND
Virgin, £25.99

AP19 67% JD
Uninspiring 8-bitty NES-y formula platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★★

MADDOG WILLIAMS
Game Crafters £30.99
AP12 47% JD
Stupendously run-of-the-mill Sierra-game clone that's more 'average' than actual 'crap' – but why not blow your £31 on something that's actually 'good'? ★★

THE MANAGER
US Gold £25.99
AP14 36% SC
Everything that's tedious and inept about football management games can be found in this hopeless pile of old crap. A million statistic screens and incomprehensible icons make *The Manager* knuckle-chewingly painful to play, with no redeeming features at all. Avoid desperately. ★

MATCH OF THE DAY
Zeppelin £25.99
AP19 51% AP
With a user interface that drives you nuts, *Match* comes in as a very bad management sim. It's too fiddly and lacking in action to match up to *Graeme Taylor's* and is mediocre at best. Everything about it says "Go for one of the other management sims".
★★

THE MED CONFLICT – BATTLESET 3
Electronic Arts £14.99
AP12 65% JD
Oh, please. This is such a specialist naval wargamer's thing that we seriously doubt a single one of our readers is in the slightest bit interested in it. Prove us wrong (all you Village People fans).
★★

MEGAFORTRESS
Mindscape £30.99

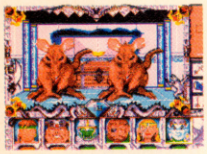
AP16 82% RL
Pull on that battered leather flying jacket, polish up your Ray-Ban Aviators and be the pilot of a B-52. At first glance it could be a bit of a techie nightmare, but it's surprisingly entertaining. The wide variety of tasks and enthralling atmosphere will keep you glued to the screen but the lack of ground detail loses the game a few marks. Atmospheric strategy flight-sim. ★★★★

MEGATRAVELLER 2
Empire £29.99

AP16 60% AP
A positively massive sci-fi FRPG with everything including the kitchen sink. Great scope for independent exploration and 'doing your own thing'. *Megatraveller* was deep, the sequel is even deeper – it just doesn't have any water in it. There's a great game in there somewhere, but you're the one who has to hunt it out. For fans only. ★★★

MERCENARY III
Novagen £29.99
AP10 50% KF
Disappointingly lacklustre sequel to the pretty entertaining previous two *Mercenary* games. Looks absolutely dreadful and there's not really a lot to do. ★★

MIGHT & MAGIC III
New World Computing £35.99



AP16 87% RP
If you've always thought you might like to get into FRPGs then this is as good a place to start as any. It's got auto-mapping; effective combat; big, deep realistic gameplay; and almost everything else you could ever want. The sound and animation aren't up to much but they never are. *M&M III* is a real sweetie. ★★★★

MILLE MIGLIA
Silmulmondo £25.99
AP15 53% MB
A slow, vintage car-style driving game dressed up in authenticity and nostalgia. Great for fans of the classic car, of dubious worth for the rest of us. If you like fast driving games, forget this and go for *Crazy Cars III*. ★★

MONKEY ISLAND 2
US Gold £37.99

AP15 90% GP
A worthy sequel – and to be a worthy sequel to the excellent *Monkey Island* takes some doing. Despite a few flaws, it's essential if you enjoyed the first game, with enough in the way of improvements and changes to keep you entertained and on your toes. ★★★★★

MOONSTONE
Mindscape £30.99
AP9 73% NW
This RPG hack-'em-up looks good, but the game doesn't flow and it's not as involved as it'd have you believe. ★★★

MYTH
System 3 £25.99
AP15 67% GP
System 3 get an 'A' for effort. Myth is a well-researched and, by and large, lively project with high-spots of gloss and variety. Unfortunately it lacks real depth, and some of the puzzle logic is crazy. ★★★

NECRONOM
Linel £25.99
AP9 78% SC
Offputtingly tacky-looking at first, but worth sticking with to discover the challenging and imaginative (for a shoot-'em-up, anyway) game hidden beneath the surface. ★★★

THE NEVERENDING STORY II
Linel £25.99
AP10 42% JD
Lots of little sub-games, but nothing that really gives you any feel for the film at all. Even in a genre with some real junk around (ie the multiple-sub-games movie licence), you can find lots of better examples than this. ★

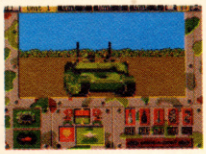
NO SECOND PRIZE
Thalion, £25.99

AP19 84% TN
Red Zone the way it should have been done – this is a corking motorbike racer with superfast and supersmooth vector graphics, and a great biking feel to boot. Very nice. ★★★★

OPERATION COM-BAT
Merit Software £25.99
AP16 39% RP
It's a wargame and it's not very good. Okay? ★

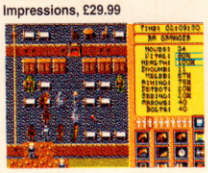
ORK
Psygnosis £25.99
AP12 66% NW
This isn't a more complicated and less zappy version of *The Killing Game Show* at all – not! ★★★

PACIFIC ISLANDS
Empire £29.99
AP13 87% MR T100 No.63



Brilliantly exciting and tense tank sim that improves over its predecessor *Team Yankee* by a factor of four. A little complex for the arcade junkie, but fab all the same. ★★★★★

PALADIN II
Impressions, £29.99



AP19 61% LE
A strategy/RPG that's reasonably playable, but when you get into it you discover it's got no real substance whatsoever. Still, the construction kit extends the life a little bit. ★★★

PANZER BATTLES
Strategic Studies Group £25.99
AP12 62% JD
Quite bright and colourful, but suffers from Crap Indistinguishable Icon Disease. ★★

PAPERBOY 2
Mindscape £25.99
AP17 28% RP
If you want to be a paperboy, get a job delivering papers. ★

PARASOL STARS
Ocean £25.99

AP11 88% SC T100 No.18
Much more in the vein of *Bubble Bobble* than *Rainbow Islands*, this is a great all-action platformer with a particularly inspirational two-player mode. Not quite the same addictive pull as its immediate predecessor, though. ★★★★★

PGA GOLF COURSE DISK
Electronic Arts £14.99
AP11 75% RP
Some extra bits for one of the grooviest sports games ever – has to be a good thing, really. (Unless you're sick of it already.) ★★★

THE PERFECT GENERAL
Ubi Soft £34.99

AP16 75% RP
Just when you thought it was safe to generalise about war games being dull, Ubi Soft manage to come up with one that's fun to play. Pitched about right for experienced players and beginners alike, we're convinced that *Perfect General* is a major contribution to something or other.★★★

PINBALL DREAMS
21st Century Entertainment £25.99

AP12 87% SC T100 No.78
'But it's only a pinball game'. Yeah, and a Ferrari F40's only a car, but what the hell's that got to do with anything? Supremely gorgeous and it'll last you a lifetime – what more could you possibly ask for? ★★★★★

PINBALL FANTASIES
21st Century Entertainment,

£29.99
AP19 89% SC
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game. ★★★★★

PLAN NINE FROM OUTER SPACE
Gremlin Graphics £34.99
AP18 36% RL
Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. There are plenty of other things to blow 35 quid on. And just why does a game which includes a' free' video cost more than Gremlin's standard releases. ★★

POOL
Virgin £25.99
AP19 82% SC
The follow up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead. ★★★★

POPULOUS WORLD EDITOR
Electronic Arts £14.99
AP10 70% GP
Don't like the graphics or the landscapes in the original *Populous*? Fiddle around with them (and the worlds, of course) with this handy, if ultimately rather limited, toolkit. ★★★

POWERMONGER: WW1 EDITION
Electronic Arts £14.99
AP12 65% JD
Gives the original game a shot of much-needed character, but beyond that it doesn't really add anything to the original. ★★

PREMIERE
Core Design £30.99

AP17 84% MR
At last, a cartoony action game that's fun to play. It's a little bit basic, gameplay-wise, and the six levels are pretty similar, but it does manage to capture something of the excitement of movie studios. If Bruce Willis were a computer game, he'd probably be *Premiere*. ★★★★

PROJECT X
Team 17 £25.99
AP13 78% SC T100 No.82
We thought this was going to be a contender for game of the year, but we were wrong. Slick and brash and arcadey, but also bugged and dramatically under-playtested. A crying shame. ★★★

PROPHECY
Mirage £25.99
AP17 29% SC
Very, very like *Super Wonder Boy* only not as good. ★

PSYBORG
Loriciel £25.99
AP14 65% GP
Hyper-fast tunnel racer that's quite good fun when you get into it, but still miles too thin for a full-price product. ★★★

PUSHOVER
Ocean £25.99
AP14 79% MR
Not-entirely-unpleasant little puzzler, but relies rather more on trial-and-error than actually stretching your mental faculties to any serious degree. The best domino-toppling game on the Amiga, though. ★★★

PUTTY
System 3 £25.99

AP18 90% MR
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around. ★★★★★

RACE DRIVIN'
Domark £25.99
AP13 72% NW
A better effort than Domark's original *Hard Drivin'* conversion, but still uncomfortably prone to wildly over-sensitive control. Still, if you liked the arcade game you'll etc. ★★★★

RED BARON
Dynamix £34.99
AP12 19% GP
On a few thousand quid's worth of PC kit this is a reasonably exciting WW1 flight sim. On the Amiga it's one of the crappiest bits of crappy old crap there's ever been. Only for those of you who find snails thrillingly fast. ★

RED ZONE
Psygnosis £25.99

AP19 54% TN
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and combined with the controls make this a definite miss. ★★

RISKY WOODS
Electronic Arts £25.99
AP15 82% MS
Lacking variation and depth, *Risky Woods* does compensate with plenty of frenzied, and atmospheric platform action. On a par with *Leander*, it's a good buy for fans of the genre, but by no means a must. ★★★★

ROAD RASH
Electronic Arts, £25.99

AP19 70% SC
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thin-ness of the original game. Good fun, but very simplistic – you'd be a lot better off with *Crazy Cars 3*. ★★★

ROBOCOP 3
Ocean £25.99

AP10 85% MB T100 No.71
The most surprising film licence in ages, this really brings out the feel of the film (wherever it is), with lots of fast-paced action depicted in impressive solid 3D vectors, with lovely presentation into the bargain. It doesn't quite hang together as a real game, perhaps, but very brave, and a definite success. ★★★★★

ROME AD 92
Millennium £25.99

AP19 59% LE
It's quite fun at first as the story unfolds and your quests start. The statics are nice and the whole thing seems like a good idea until you've played it for a long time. If only a little more were happening it would be a cracking little adventure. ★★★

RUBICON
21st Century Entertainment £25.99
AP13 74% RP
Bland horizontally-scrolling shoot-'em-up, too far behind the pack to be really worth buying at this price. Nice weapons, though. ★★★

RUGBY COACH
D&H £24.99
AP10 42% RP
Football management, without the interesting football bits. You don't want to buy this, you really don't. ★

SABRE TEAM
Krisalis £25.99

AP19 68% LE
Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be really good. If only it wasn't for that damn lack of speed. ★★★

SAMURAI: THE WAY OF THE WARRIOR
Impressions £29.99
AP14 55% AP
Good presentation, but when you get into the game proper it's just one more tacky and unfriendly wargame. One for ninja fetishists. ★

SENSIBLE SOCCER
Renegade £25.99

AP15 93% SC
An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour – buy it! ★★★★★

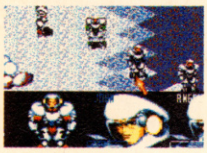
SHADOWLANDS
Domark £29.99

AP11 87% MR T100 No.49
Very lovely RPG with a neat light-and-darkness effect, which (despite the fact it does have some gameplay implications) is mainly just a cosmetic gimmick on top of what's a well-designed and absorbing game. Good stuff, though occasionally a tad sluggish. ★★★★

SHADOW OF THE BEAST III
Psygnosis £29.99

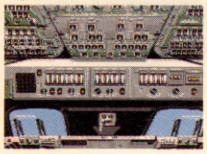
AP18 71% SC
A sweet game to play but you're not getting enough for your 30 quid. More fun than the other two *Beast* games and there's no free T-shirt (that's avery big plus, by the way). There's just not very much to it. ★★★

SHADOWORLDS
Krisalis £25.99



AP19 85% JD
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★

SHUTTLE
Virgin £30.00



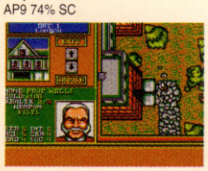
AP19 58% RL
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. The constant disk accessing is a pain but fans of the genre will probably like it – but only because there is no other shuttle sim. ★★★

SIM ANT
Ocean £34.99
AP14 59% MB
Some of the most appaling programming seen in a professional game in years ruins what could have been an interesting concept. Even if you've got a hard drive, forget it. ★

SIMEARTH
Ocean £34.99
AP17 41% JD
As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

SMASH TV
Ocean £25.99
AP9 81% MR
Massively disappointing conversion of one of the best coin-ops in years. An alright game, but not a lot like the original. Written in such a way as to cater for the American market, so why should you spend any of your hard-earned Sterling on it? ★★★

SPACE 1889
Empire £30.99
AP9 74% SC



Inferior follow-up to *MegaTraveller*, although it's not a bad RPG thing in its own right. The idea is a lot more interesting than the execution, though. ★★★

SPACE ACE II
Empire £34.99
AP10 17% SC
Look, it's simple. Are you a total cretin? Do you want to see crap games come out on the Amiga in the future? If the answer to those questions is 'no', don't buy this game. There's nothing else to it. ★

SPACE CRUSADE
Gremlin £25.99
AP12 85% KF T100 No.60
Excellent boardgame conversion which does away with all that faffing around with bits of plastic and dice, but doesn't lose any of the features of the original. Very classy. ★★★★

SPACE GUN
Ocean £25.99
AP12 69% MR
Zappy *Operation Thunderbolt* clone, but nowhere near as good. Fun with a Trojan Light Phaser, but not much else. ★★

SPOILS OF WAR
Internecine £29.99
AP14 45% JD
Tedious rubbish. There is no truth in the rumour that wargames have to be dull to be realistic. We've said it often enough by now, but just to reiterate – something being a wargame isn't an excuse for it being programmed to sub-1986 standards. ★

STARUSH
Ubi Soft £25.99
AP14 64% SC
Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. Not a rip-off, but not really worth buying either. ★★★

STEEL EMPIRE
Millennium £29.99
AP11 63% RP
There aren't many wargames set in the near future, but this is, er, one of them. It didn't set our hearts on fire, but being objective this is quite good. Only quite good, mind you... ★★★

STEVE McQUEEN WESTPHASER
Loriciel £25.99
AP10 25% SC
A funny cartoon version of *Operation Wolf* set in the Wild West is undoubtedly a good idea, but it would be an even better idea to make it playable. It might also have been quite amusing to have put Steve McQueen in it at some point. ★

STORM MASTER
Silmarils £25.99

AP11 86% MS T100 No.72
Another *Kingdoms* game, but there's lots more to do in this one than *Realms*, and there's more variation to the gameplay too. ★★★★

STRIKER
Rage £25.99
AP15 76% SC
Fast moving and immediately playable, but it's just a bit too sophisticated for its own good, proving very frustrating unless you select one of the top sides. It's a good game but at the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*. ★★★

SUPER TETRIS
MicroProse £29.99
AP17 54% SC
Tetris with knobs on. But why? It's no better than *Super Twintris* and you can get that for nothing. ★★

SWORD OF HONOUR
DMI £25.99
AP18 28% LE
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring. ★

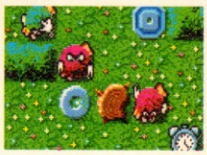
TENNIS CUP 2
Loriciel £25.99

AP17 72% MS
The control system is difficult to get to grips with at first, but, once mastered, it makes this one of the better tennis sims. Good looking with lots of options. All this and Inspector Clouseau announcing the scores, what more could you want? ★★★★

THUNDER BURNER
Loriciel £19.99
AP10 30% RP
Utterly nightmarish kind of *Buck Rogers* meets *Space-Harrier*-thing. A drab shoot-'em-up without the nifty flying-around-bits from *Space Harrier*. Fun VCR feature but this is the kind of thing that gives French programmers a bad name. ★

TILT
Genias £25.99
AP10 50% JD
Similar in many ways to *Boston Bomb Club*, but a whole lot less lovable, this is a simplistic and repetitive puzzler that doesn't have the staying power to last you more than a few games. ★★

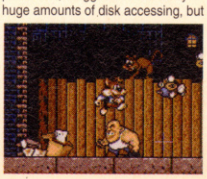
TINY SKWEEKS
Loriciel, £25.99



AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though. ★★★★

TIP OFF
Anco £25.99
AP10 75% GP
Pretty iffy attempt at transferring the success of *Kick Off* to a basketball game, spoiled by dodgy control and the fact that basketball simply doesn't work the same way as football does (not that *Kick Off* played much like football anyway). ★★

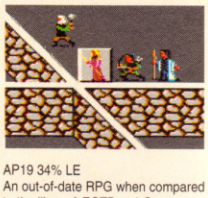
TITUS THE FOX
Titus £25.99
AP12 88% SC/MR T100 No.22
Hudson Hawk meets *The Blues Brothers*. Huge, wonderful platformer, dragged down a bit by huge amounts of disk accessing, but no less unmissable for all that. The cutest game hero in the known universe, too (nobody's based a game on Winona Ryder yet). ★★★★★



TOP BANANA
Hex £25.99
AP11 45% JD
Bizarre environmentally-friendly (both in concept and execution) *Rainbow Islands* clone, this is certainly one of the oddest games we've seen in a while. Unfortunately, while it's almost exactly the same game as *Rainbow Islands*, it's only about a tenth as good. ★★★

TOUCHDOWN
Strike Force £14.99
AP15 48% NW
Slick presentation keeps up the pace of a technically sound, if not particularly enthralling, coaching sim. All the basic features you'd expect, but gridiron fans deserve more action and a little more to excite the imagination. ★★

TREASURES OF THE SAVAGE FRONTIER
US Gold/SSI £32.99



AP19 34% LE
An out-of-date RPG when compared to the likes of *EOTB* and *Storm Master*. It's slow with a disgusting amount of disk accessing and no hard drive installation option. It shows how an old formula can go stale when pushed too far, and this has been pushed too far. ★★

TRODDLERS
Storm £25.99

AP18 89% AP
The best elements of some of the best styles of gameplay in history combined in one cute package, and it works. Two styles combine to make a classic game in its own right. It's better than *Lemmings*, allegedly. ★★★★★

TV SPORTS: BASEBALL
Mindscape £25.99
AP15 52% NW
Well put together, but very tedious after an hour or so. If you do want baseball on your Amiga then try the much better *RBI Two Baseball* instead. ★★

TV SPORTS BOXING
Mindscape, £14.99
AP19 56% AP
Well, it's the best job anyone's made of a boxing game so far. Sadly, it's still a boxing game, and it leaves a fair bit to be desired in the lasting-appeal department. ★★

UGH!
Play Byte £25.99

AP15 79% MR
A laugh and a half, *Ugh!* offers you excellent one or two player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look. ★★★★

ULTIMA VI
Mindscape £30.99

AP13 90% MR T100 No.17
Not the kind of thing for RPG virgins to start on, or for anyone without a hard drive even to consider, but this is currently pretty much the state of the art for Amiga role-playing. Enough to keep you going for months. ★★★★★

UTOPIA: THE NEW WORLDS
Gremlin £14.99
AP14 60% SC
Er, some new worlds for *Utopia*. They're okay, really. Is it just us or is £15 a lot of money for a data disk? ★★★

VENGEANCE OF EXCALIBUR
Virgin £30.99
AP13 60% MS
Not 500+ compatible, which is outrageous. Otherwise, an attractive, but pretty average RPG romp which doesn't significantly improve on its unimpressive predecessor. ★★

VIDEOKID
Gremlin £25.99
AP11 70% SC
Mega Twins without the platforms. Okay, it's not all that similar – it just looks that way initially. This is a pretty, constantly scrolling shoot-'em-up, and quite good fun really. ★★★

VIKINGS
Krisalis £25.99

AP16 81% MR
A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy-to-use interface. It's a bit like *Defender Of The Crown* without the action sequences but with some kind of magical addictive ingredient thrown in instead. And you can compete against your friends. ★★★★

VROOM
Ubi Soft £25.99
AP12 88% SC T100 No.35
The missing link between *F1GP* and *Lotus 2*, *Vroom* straddles two genres without falling between two stools. Great as a simple foot-down arcade game, but excellent fun as a serious tactical Formula One sim too. It's lovely and fast and you shouldn't be without.it. ★★★★★

WEEN
Coktel Vision, £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status. ★★★★

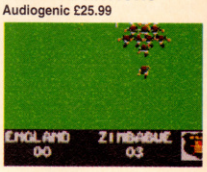
WINTER SUPERSPORTS 92
Flair £25.99
AP15 61% GP
A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★★

WIZKID
Ocean £25.99

AP15 91% MR
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least) If you don't buy *Wizkid*, your life really will be a lot poorer. ★★★★★

WOLFCHILD
Core Design £25.99
AP10 58% SC
Hugely disappointing platformer that's the sequel to *Switchblade* in all but name. Too short, too easy, too repetitive, and lacking the character and inspiration that separates a good game from the run-of-the-mill. ★★★

WORLD CLASS RUGBY – THE FIVE NATIONS
Audiogenic £25.99



AP14 86% MS
Dramatically-improved version of the earlier game, right up there with *Rugby – The World Cup* for playability and action. The 3D second-person perspective view (a la *John Maddon Football*) is neat, too. ★★★★

WWF WRESTLEMANIA
Ocean £25.99
AP10 39% GP
There's a limited amount of gameplay scope in any wrestling game, but even so there's a lot more to be got out of the *WWF* than is achieved by this lame and cynical cash-in. Strictly for educationally underprivileged 8-year-olds. ★

ZOOL
Gremlin Graphics £25.99

AP18 90% LE
Rightly heralded as a *Sonic* beater. It's fast, tough and kicks the ass of certain other games featuring certain other characters. This is the yardstick by which other games will be measured. ★★★★★

ZYCONIX
Accolade, £24.99
AP19 63% LE
Decent mix of several puzzle-game standards (*Tetris*, *Columns*, *Klax*, you know the score), which doesn't really have enough character of its own to stand out from the crowd. All right, but unremarkable. ★★★

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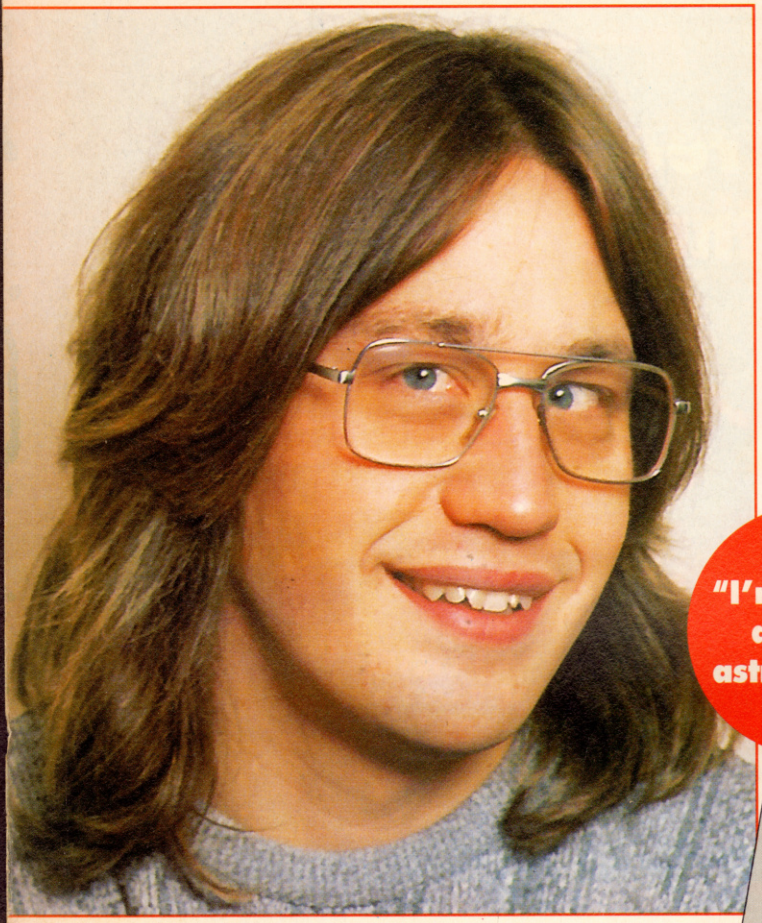

In our new back page feature we intend to delve deeply into the egos and the ids *(Ids? – Ed)* of top computer industry figures. This month: Andrew Braybrook.

What do you believe in?
Start with the heavy stuff, why don't you? I don't believe in all that much, really. Honesty, quality and doing a good job.

What was the first thing you said today?
"Hello. This is going to be complicated but bear with me," to British Telecom.

Who's your favourite historical figure?
Most historical figures tend to be well known for beating up slightly less well-known historical figures. Einstein might be a good exception.

What's your Number One object of desire?
I'm sure she'd rather remain anonymous.

What have you got in your pockets?
Just the usual, wallet, spare change, grubby hanky and a bass guitar plectrum. Never leave home without one!

"I'm a bit of a closet astronomer"

How do you rate your/your team's importance in the software biz (1-50)?
Trying to find out how big-headed I am, eh? I like to think that occasionally we set standards and we try not to follow trends. How does 35 sound?

If you could be in a computer game, which one would it be?
The little space bus in *Asteroids*. You always win in the end.

What's worse – death or dishonour?
Don't fancy either really, but death is a bit more permanent so it's worse.

Did you pay your poll tax?
'Fraid so. As a single home owner it was a lot cheaper than the rates.

What do you think of GamesMaster?
It amuses me. I'm a bit of a closet astronomer so I'm a Patrick Moore fan. I'd like it more if I got invited to appear on it... hint.

Is it better to give or to receive?
To give of course, that was easy. Not that I've got much to give these days, you understand.

What would your autobiography be called?
I do hope to write one at some point. How about 'AB Bytes Back'?
(I wouldn't advise it. – Ed)

What was the last book you read?
'Mort' by Terry Pratchett. I'm reading the Discworld novels in sequence, great fun.

What's the nicest thing anyone's ever said to you?
I'm a miserable so-and-so, people tend not to bother.

What one thing do you think would most improve the software industry?
If it's only one thing, then it had better be something global, like an end to human greed. That would get rid of high prices and piracy.

What would you like your epitaph to be?
Here lies AB. He's dead. Which is a good job, really.

Curriculum Vitae

Name: Andrew Braybrook
Present habitat: Top secret
Date Of Birth: 31-10-60
Present Employer: Graftgold Ltd
Education: Colchester Royal Grammar School, 1972-1979
Qualifications: 10 'O' Levels, 3 'A' Levels
Work: Mainframe trainee programmer – analyst-programmer 1979-1983
ST Software/Graftgold Ltd, 1983-present
Languages: COBOL, BASIC, 6809 assembler, 6502 assembler, 68000 assembler
Systems: CMS/VM, TSO, CICS, IMS, Dragon 32, C64, Atari ST, Amiga

Career to date:

Space Chase	Mainframe 1979	COBOL coding
Dalek Hunt	Mainframe 1980	COBOL coding
Rubble (Mechanoids)	Mainframe 1980	COBOL coding
Navigate	Mainframe 1981	COBOL coding
Survive	Mainframe 1982	COBOL coding.
Space Invaders	Mainframe 1982	Paradroid forerunner. COBOL conversion.
3D Space Wars	Dragon 32 1983/4	Real-time!
3D Seiddab Attack	Dragon 32 1984	Conversion, coding, graphics
3D Lunattack	Dragon 32 1984	Conversion, coding, graphics
3D Lunattack	C64 1984	Conversion, coding, graphics
Gribbly's Day Out	C64 1984/5	Conversion, coding, graphics
Paradroid	C64 1985	Design, coding, graphics
Uridium	C64 1985/6	Design, coding, graphics, sound
Alleykat	C64 1986	Design, coding, graphics, sound
Uridium+	C64 1986	Design, coding, graphics, sound
Morpheus	C64 1986/7	Design, coding, graphics, sound
Intensity	C64 1987/8	Design, coding, graphics
Rainbow Islands	Amiga/ST 1988/9	Design, coding, graphics
Paradroid 90	Amiga/ST 1989/90	Conversion, coding
Fire & Ice	Amiga/ST 1990-92	Design, coding
Uridium 2	Amiga 1992/3	Design, coding
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NEXT MONTH!

Look, we're just sick and tired of destroying all that excitement by telling you about next month. Well, if you must know we'll have reviews of *Nick Faldo's Golf*, *Harrier* and maybe even *Frontier: Elite II*. And a game-packed coverdisk isn't totally out of the question either. But you can just jolly well wait until next month to find out what groovy features and previews we've got in store. Don't worry, you'll only have to wait three weeks for the next issue, which goes on sale 14th January. Wow.

H is for Harrier – *coming soon from Domark, and reviewed next issue.*

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NEXT MONTH!!!

Yes, it's the issue that will be delivered by flaming space hamsters with Wurlitzer jukeboxes strapped to their backs. Or maybe not. Anyway, it'll be out on the first Thursday in February, and it'll be packed with reviews, previews, features, demos and all the other stuff that makes AMIGA POWER the best Amiga magazine in the world. Probably.

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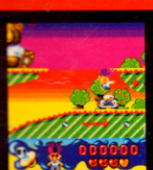

TROLLS

Flair do the console platform thang, with a real swinger.

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